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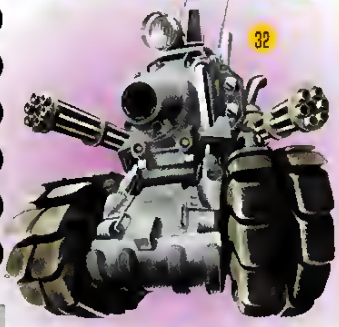
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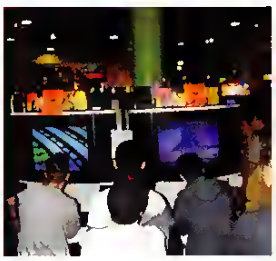
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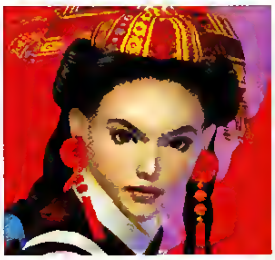
One of the most popular arcade games of the new millennium finally makes its way home. *Dance Dance Revolution* for the PlayStation turns your living room into the most hoppin' night club in your neighborhood! 10

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Tournament Report 90



Japan Report 92



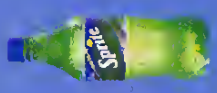
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Power Up!



Of all the gadgets and video game-related goodies that can be found on the desk of *Tips & Tricks* Editor in Chief **Chris Bieniek**, his favorite item is still the drink coaster that EA Sports sent him to commemorate the release of *NHL '97*. It silently greets him every morning, ready to absorb the day's condensation as it trickles down the sides of his extra-large fast-food soft drink cup.
Current Favorite Games: Looney Tunes Space Race, Sin & Punishment, Waterworld, Time Cruise



As the Executive Editor of *Tips & Tricks*, one of **Anatole Brown**'s duties is to compile the "Game Track" release schedule that appears on page 51. He recently stated that doing so is the one thing that he hates more than anything else in the whole world. Considering that he ranked it below such unpleasant tasks as taking out the garbage or picking up dog poop...well, we just hope you appreciate his hard work.
Current Favorite Games: Oni, NBA Live 2001, MDK 2, Zone of Enders



Most of the other game magazines have teams of Art Directors, usually with a support staff of Associate Designers and even a Design Director in charge of the whole group. We have **Lisa Beattie**. She skillfully composes these pages all by herself, often with the added pressure of editors with no artistic training who hang around her desk and request changes that seem to be completely arbitrary.
Current Favorite Games: Onimusha: Warlords, Conker's Bad Fur Day, Dance Dance Revolution, NCAA Final Four 2001



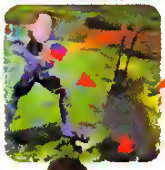
Like that Jared guy in the TV commercials for Subway, *Tips & Tricks* Associate Editor **Jason Wilson** may soon be featured in a similar series of fast-food testimonials. He's living proof that one can remain fit, hold down an editorial position at a national video-game magazine and successfully compete in *Street Fighter* tournaments—all on a one-meal-a-day McDonald's diet.
Current Favorite Games: Capcom vs. SNK: Millennium Fight 2000, Mr. Gimmick, Pescatore, NBA 2K1



For this issue's *Dance Dance Revolution* feature, **Ara Shirinian** spent over two weeks spinning, sweating and stomping all over the custom dance pad platform that he constructed in the third-floor office he shares with Lisa and Charlotte. Ara's next assignment should be far less strenuous; we promised the folks on the second floor that we'd give him a Game Boy game or something.
Current Favorite Games: Sin & Punishment, Dance Dance Revolution, Keyboardmania, Para Para Paradise



A collector of all things penguin-related, **Charlotte Chen** has been unsuccessful in her attempts to locate a bottle of Penguin Vodka, which she glimpsed while watching *Strange Days* on DVD one frame at a time. Char is upset that the penguin characters from *Super Mario 64* were never identified by name; she believes that they could have been starring in their own games by now.
Current Favorite Games: Dnimusha: Warlords, Phantasy Star Online, Paper Mario, Conker's Bad Fur Day



Tips & Tricks Contributing Editor **Pat Reynolds** is a tall, skinny, brown-haired HuMAR who takes frequent trips into the forest and caves to search for a double-bladed saber in *Phantasy Star Online*. He would like to use this space to say hello to Joe Mama, an afro-wearing, magic-using *Tips & Tricks* subscriber from Jersey that he met while playing the game.
Current Favorite Games: Phantasy Star Online, Dance Dance Revolution, Dnimusha: Warlords, Paper Mario



To mentally prepare for this month's *Paper Mario* strategy guide, contributor **Geoff Arnold** made little paper cut-outs of all of the characters from *Super Mario RPG* and used Scotch tape to stick them to his TV while he tried to play *Paperboy* on his N64. (It was the only other game he could think of with the word "paper" in its title.)
Current Favorite Games: Counter-Strike, Paper Mario, Street Fighter II Super Turbo, Tony Hawk's Pro Skater 2



It's not enough that games like *NBA Hoopz* have cheat codes that allow you to use a red-white-&-blue ABA ball; *Tips & Tricks* Sports Desk **Mike Daly** wants next year's editions of *NBA Live* and *NBA Shootout* to include a full-blown American Basketball Association mode, complete with retro team uniforms and players. Adding WHA teams to EA's *NHL* series would also be sweet.
Current Favorite Games: Knockout Kings 2001, Madden NFL 2001, F1 Championship Season 2000, Joust 2



Tips & Tricks Editorial Assistant **Jamie Andrew** is extremely tolerant of her fellow human beings, but her pet peeve is backseat drivers who criticize her navigational skills...so sit down, shut up and cover your eyes if you have to, 'cause she doesn't want to hear it. She also hates fake blondes who don't allow their roommates to take more than one shower per day.
Current Favorite Games: Final Fantasy IX, Dance Dance Revolution, Bust-A-Groove 2, Mega Man X S

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And if you *don't* want your letter printed, be sure to use foul language and lots of personal insults.

JET GRIND MUTANTS

What's up, *T&T*? I've got a few things to say, so I'll just cut to the chase. I was flipping through issue #70, (*The World Is Not Enough* cover) when I stopped at the *Jet Grind Radio* section. The picture of Beat next to the logo on page 60 looked pretty cool, so I decided to draw it. It wasn't until I finished it and went over it in marker that I realized a mistake: Beat's hand holding the spray can has six fingers. Was this an artist's mistake, or the artist's particular style? Also, this question has been bothering me for a little while: In ANY video game that involves a character running forward, backward, side to side, etc., is the character itself actually moving, or are the backgrounds just moving in the directions of the buttons pressed to make the person appear that he's moving? If just the backgrounds themselves are moving, don't you think that's kind of a shortcut at making games? Don't you think it's sort of cheating? I need your opinion. Thanks!

—Andrew Archer
New Bedford, MA



Suffice it to say that no one at the T&T offices even noticed Beat's mutant hand until we got your letter! We've seen other drawings of Beat by the same artist; he doesn't have six fingers in any other official art, so we doubt that it's some crazy drawing style unique to the artist. On the other hand, it seems unlikely that a professional artist would unintentionally make a mistake like that. Maybe he or she did it as a joke to see if anyone was paying attention!

Your second question is equally difficult to answer; it's usually a combination of both. A lot of scrolling action games allow your character to move a little bit before the background starts to shift—but since it's important to keep your character visible, the scenery will start to scroll as soon as your character gets too far from the center of the screen.

Generally, most developers are interested in programming their games in the most efficient way possible. This often calls for an "optimization" process in which the programmer tries to find more efficient ways to write the program code, which often results in faster processing or a program that takes up less memory. Efficiency and optimization are very important in all forms of computer software, not just games. One common type of optimization that has become very important in today's games involves what's called the "Level of Detail" ("LOD") of a graphic element. Let's say your game draws a 3-D spaceship in front of the "camera." It takes a certain amount of time for the processor to draw this spaceship on the screen. When the ship is close to the camera, it appears big and detailed—but when it's far away, it's so small that the details can't even be reproduced on your TV. Using "LOD" optimization, a smaller, less-detailed version of the ship is seamlessly substituted in place of the detailed model as soon as it's a certain distance away from the camera. This frees up some of the CPU's processing power, allowing it to concentrate on other tasks (like maintaining a smooth "frame rate"). You might think that's cheating also, but tricks like these are much more common than you think.

ULTRA-REALISM

I got the PlayStation game *Driver 2* for Christmas. On the back of the box it says the game has "All new curved road systems [that] bring the action to life with ultra-realism." That's cool... like I care! If they're gonna talk about realism, Infogrames needs to focus on more important things, like the police. In real life they wouldn't ram your car until it doesn't work any more just for speeding. They also need to work on the on-foot controls. In real life you're able to jump, look around or open any public door...and pedestrians don't flee from joggers on the sidewalk. If Infogrames is gonna say the words "ultra-realism," then it needs to focus on other things besides curved roads!

—Chris Ray
Tucson, AZ

Welcome to the world of marketing and advertising, Chris. It's a mystical place where exaggeration is all too common and once-meaningful terminology is bandied about with ease.

A SWIRLY SUBJECT

When I play CDs on my PlayStation, I can press **SELECT** and go into this thing where I can play with color swirls and stuff like that. But when I tried it on my friend's PlayStation, it didn't work. Could you tell why?

—Joshua Trbovich
Hillsboro, MO

Older PlayStation models didn't have this feature. That "thing" was originally a disc sold separately in Japan under the name 8aby Universe.

TOKEN OF THE MONTH



This month's token is from Pharaoh's Lost Kingdom in San Bernardino, CA. It was sent in by Ryan Rainstor, from Yucca Valley, CA. Thanks, Ryan!

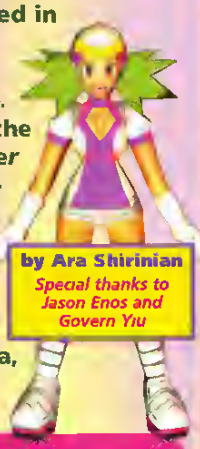
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Dance Dance Revolution

The aptly named *Dance Dance Revolution* has taken Japan by storm since it appeared in arcades over two years ago. Much like the *Street Fighter II*s of a previous generation, it has generated an insane amount of hype and excitement and even its own mysterious subculture of fans. Now, with the release of the first console version of the game in America, things are just getting warmed up for us!



by Ara Shirinian
Special thanks to Jason Enos and Govern Yiu

Getting Started

Dance Dance Revolution is a game that you play with your feet. It's possible to use the standard controller and play with your fingers, but that experience is totally different. Using your feet adds challenges and limitations that make the game much more interesting and fun. Besides, it's how the game was originally designed. In the pages that follow, I'll assume that you're using a *DDR* floor mat controller to play the game. Also, the strategies presented herein cover only one-player "Single" game modes. Remember, all the mechanics of the PlayStation version of *DDR* are identical to those of the arcade games, so you can apply what you learn here to any *DDR* game!

The Dance Dance Revolution Controller

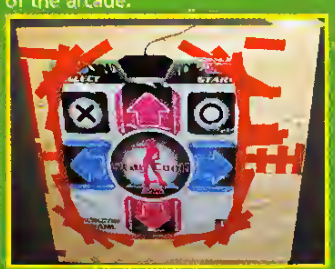


The *DDR* Controller is a flexible mat that's approximately 33 inches wide and 47 inches long. Because the pad is so light, it tends to move around as you play the game. However, fastening it directly to the floor may damage either or both surfaces depending on how you do it. What's more, just putting the mat on the floor usually doesn't result in a comfortable feel. Ideally, you want to floor to be stable, but you also want it to give just a tiny bit with each step. Not too soft, but not too hard.

If you're not satisfied with the controller as it is, I recommend constructing a simple platform for it:

- Go to any hardware store that sells lumber and buy a 4 feet x 4 feet x 1 inch sheet of wood to use as your platform. The sheet should be flat, smooth and sturdy.
- Then, attach the pad to the wood platform via either velcro or duct tape.

That's it! You can surely get more creative with the procedure, but this is the simplest and quickest way to attain a feel that's a little closer to that of the arcade.



This is what I did to the pad I used. It's not pretty, but it works:

Remember, if you do decide to modify your pad in this way, be very careful. Neither us nor Konami will be responsible for any sort of damage or injury that may result. Furthermore, these kinds of modifications may void your warranty.

Terminology

Here is a short glossary of *DDR* terms that I'll use in this strategy.

Scorer
A player whose ultimate goal is to obtain the highest score possible, sometimes at the expense of their appearance.

Freestyler
A player whose ultimate goal is to perform the coolest looking routine possible, sometimes at the expense of their score.

Bar
An arbitrary unit of measure for the length of a song. The length in time of a bar varies from song to song depending on the BPM (see below).

Beat or Full Beat
1/4th of a bar.

Half Beat
1/8th of a bar.

Quarter Beat
1/16th of a bar.

BPM
Beats Per Minute. A unit of measure that describes the relative speed of a song. BPM is calculated by ((number of bars in the song) x 4) / (duration of the song in minutes).

Step
Each arrow in the song that requires you to place your foot at a specific position at a specific moment is generically referred to as a step. Steps can fall on either beats or half beats. On very difficult songs, steps may also fall on quarter beats. There are four unique kinds of steps: left, right, up and down.



1/4 Step
A step that falls on a beat. At most, there can only be four 1/4 steps per bar. 1/4 steps in this strategy will be colored purple. The sequence to the left contains one-beat pauses in between each step.



1/8 Step
A step that falls halfway between beats. A 1/8 step's color rotates out of phase from regular steps so you can more easily tell them apart. 1/8 steps in the strategy will be colored orange.
The sequence to the left contains half-beat pauses in between each step.



1/16 Step
A step that falls halfway between half beats and full beats. Its color also rotates out of phase from the other two kinds of steps. 1/16 steps are only encountered during the most difficult songs. 1/16 steps in this strategy will be colored teal.
The sequence to the left contains quarter-beat pauses in between each step.

Double Step
A double step requires the player to hit two steps at the same time. If you're only using your feet, you'll always have to jump for these, although players have been known to utilize other body parts such as hands, butts and even heads. However, double steps are still considered one step for scoring purposes. There are six unique kinds of double steps: left-right, up-down, left-up, left-down, right-up and right-down.

Basic Strategy

As with many of Konami's *Bemani* games, the first few times playing are usually quite difficult. If you experience this, it's largely due to the fact that the game is requiring you to move parts of your body in ways they aren't accustomed to. There is a brief conditioning period that everyone goes through. Don't worry! After this initial hump, the game will become much more comfortable to play.



Song Difficulty

Each song has a "feet" rating that roughly describes its difficulty relative to other songs. However, depending on your playing style, some songs with a slightly more difficult rating may seem easier to you than they should be. Here are all the possible ratings:

Rating	Name
1 foot	Simple
2 feet	Moderate
3 feet	Ordinary
4 feet	Superior
5 feet	Marvelous
6 feet	Genuine
7 feet	Paramount
8 feet	Exorbitant
9 feet	Catastrophic

Seven- and eight-feet songs can only be found while playing on the Difficult or Expert level. There are only two songs with the nine-feet rating; both of them can be found on the Expert level.



However, there is one exception to this: If you select the "random" song, it's possible to get any song with any rating, even in combinations that don't normally appear!

What's Bemani?

BEMANI™

Konami's *Bemani* series began in Japan in December of 1997 with the release of *Beatmania* in the arcades. The word "Bemani" is itself an abbreviation, constructed from the first half of the word "beat" and the first part of "mania." In America, *Beatmania* was released in arcades in November 1998 under the name *Hiphopmania*. While so far the response has been lukewarm in our country, *Bemani* games have been going crazy in Japan! At least ten different series of *Bemani* arcade games were released in the past three years, plus even more numerous releases for consoles.There are way too many Bemani games for us to show you all of them, so here is an abbreviated list of only arcade releases in Japan, where all *Bemani* games originate from.



Baatmania
Dec. 1997
The very first *Bemani* game. The interface featured a five-button keypad and a turntable.



Pop'n Music
Sep. 1998
Similar in concept to *Beatmania*, this game has cute graphics and nine big buttons!



Dance Dance Ravolution
Nov. 1998
Sample units of *DDR* were actually released as early as September of 1998.



Beatmania IIDX
Feb. 1999
New features included seven keys, a 16:9 widescreen display and actual video that plays with the songs.



Guitar Freaks
Mar. 1999
The guitar controller has three "frets" and a lever that you can strum on.



DrumMania
Jul. 1999
Perhaps the hardest of all the *Bemani* games, there are six pieces in its drum set. hi hat, snare, low tom, hi tom, cymbal and bass drum.



Danca Dance Revolution Solo Bass Mix
Sep. 1999
The first *DDR* game to include two extra diagonal arrows!



Kayboardmania
Jan. 2000
Featuring a two-octave (24 keys) Yamaha keyboard for each player, *Keyboardmania* is probably the closest *Bemani* game to being a real instrument simulation.



Beatmania III
Mar. 2000
This one has a foot pedal to add to the complexity, plus a towering array of speakers.



Danca Maniax
Jun. 2000
Similar to *DDR*, but instead of stepping, both hands and feet can be used to play!



Para Para Paradise
Sep. 2000
Like *Dance Maniax*, but it has multiple sensors in a half-circle configuration.



Scoring Rules

A rating will immediately appear with each step you attempt. If you step at exactly the right moment, you'll get a "Perfect!!" If your step is slightly late or slightly early, you'll see a "Great!" You can also receive "Good" or "Almost" if your timing is further off. If you miss the step completely, you'll get a "Boo!" With each step, your dance meter may go up or down, and your score may increase by different amounts.

The rules for scoring actually vary from song to song! However, it's not arbitrary. The point value per step is based on the following formula:

n = 20,000,000 / (m(m + 1))

The variable m represents the total number of steps within a song. The variable n represents the number of points you get for obtaining a "Perfect!!" on the very first step of that same song. Moreover, not every step is worth the same amount. In fact, each step is potentially worth n more than the previous one! In other words, the scoring proceeds like this for the first five steps of any song, all the way up until the very last step of the song, step m.

Step #	Point Value ("Perfect!!")	Point Value ("Great!")	Point Value (All Other Ratings)
1	n	1/2 n	0
2	2n	n	0
3	3n	3/2 n	0
4	4n	2n	0
5	5n	5/2 n	0
⋮	⋮	⋮	⋮
m	mn	(m/2) n	0

This tells us a few important things. First, you don't get any extra points for combos. Second, steps near the end of a song are worth much more than steps near the beginning. Third, the maximum points you can achieve for any song is 10,000,000. That score is only possible if you obtain "Perfect!!" on every single step. Finally, the less steps there are per song, the more points each step is worth.

As for the step ratings, here's a brief summary of what happens when you get each one:

"Boo!"
- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter decreases by a large amount.

"Almost"
- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter decreases by about half as much as it does for a "Boo!"

"Good"
- The combo counter resets to zero.
- Your score won't increase.
- The Dance Meter isn't affected.

"Great!"
- The combo counter increments by one.
- Your score increases by half as much as it does for a "Perfect!!"
- The Dance Meter increases by a small amount.

"Perfect!!"
- The combo counter increments by one.
- Your score increases in the previously described manner.
- The Dance Meter increases by about twice as much as it does for a "Great!"

Here are a few more points to know:
- If you step when there's no arrow, you won't get penalized.
- The combo counter will only appear if it reaches four or above.
- If your Dance Meter reaches zero, if the "Failed" screen does not appear, all "Great!" steps will be worth five points and "Perfect!" steps will be worth 10 points until the end of the song.





Interview with Naoki Maeda
Konami AM Division

T&T: In the DDR series, which songs have you been responsible for, and in what capacity?

NM: I have composed all the original tracks for the arcade version of *DDR*, which is what the consumer version is based on, up until now. I have written approximately fifty original tracks for *DDR*. I'm involved with all aspects of the music production process from writing the music to its arrangement to the mix down of the music. As for the songs with vocals, I've been involved with directing the production process of the vocals, including direction of the vocals and lyrics. When it comes to composing original tracks, I first come up with an overall concept of original songs for each version of *DDR*. Then, what I always try to do is create a special quality behind *DDR*, the music game. I do my best to make an effort to consider the "popularity," "total balance" and "entertainment value" of music.

T&T: What other Bemani games have you worked on?

NM: Other *Bemani* series games I have written songs for include *Para Para Paradise*, *Dance Maniax*, *Beatmania IIDX*, *Beatmania*, *DrumMania* and *Guitar Freaks*.

T&T: How did you get started at Konami?

NM: I was a university student studying music and I spent my free time involved with music related activities. During my senior year, I went to a certain music audition and was selected. I started out learning from a certain music arranger. So, I got my start in the music industry as someone's assistant...I had some personal issues at the time and I couldn't leave my hometown of Osaka to go out to Tokyo. I then came across an ad in a music magazine that said that Konami was hiring. I passed the company entrance exams and started at Konami.

T&T: What did you work on previous to the Bemani games?

NM: I wrote music mostly for Konami shooting games (*Twinbee* and the *Salamander* series) as well as gun shooting games.

T&T: Do you play any traditional instruments?

NM: I can play the most popular mainstream instruments (guitar, bass, and drums) at a standard level. I majored in piano in college and can play pretty much anything from classical to popular.

T&T: What kind of music do you listen to?

NM: I listen to R&B, techno, Eurobeat, House and pop music. I have liked R&B since I was in junior high school and listen to it a lot. Lately, I have been interested in trance and techno.

T&T: Who are some of your favorite musicians or composers?

NM: I like music producers from Europe and the United States who put their own individuality in the production of the music and are associated with the production of the music and marketing of the artist. I also really like producers who act as artist themselves at times. My favorite music producers are mostly from Europe and the U.S. My favorite music producers (composers) include: Babyface, Rodney Jerkins, Dallas Austin, Jermaine Dupri, William Orbit, Jimmy Jam and Terry Lewis. My favorite artists include: Christina Aguilera, Toni Braxton, TLC, Shanti Moore, Primal Scream, Underworld, Limp Bizkit, Hikaru Utada and SASH.

T&T: What kind of equipment do you use to create songs like Brilliant 2u?

NM: GUASI MIDI SIRIUS and POLY MORFH, JOMOX AIR BASE 99, NOVATION SUPERNOVA and SUPER BASS STATION, ENSONIQ ASR-10M, E-MU e6400?, YAMAHA EX-SR, MAM MB33-2, ROLAND JPB0B0, JX-305 and VP-9000, KORG MS200R and I use mainly SCHECTER electric guitars. I also use a Macintosh computer, Logic Audio Platinum Sequencer and Protools.

T&T: When creating a song for DDR, do you think about how the music might fit with certain patterns of steps? In other words, are there certain qualities of a song that would make it more or less suitable for DDR? If so, do you deliberately incorporate such things when creating a DDR song?

continued

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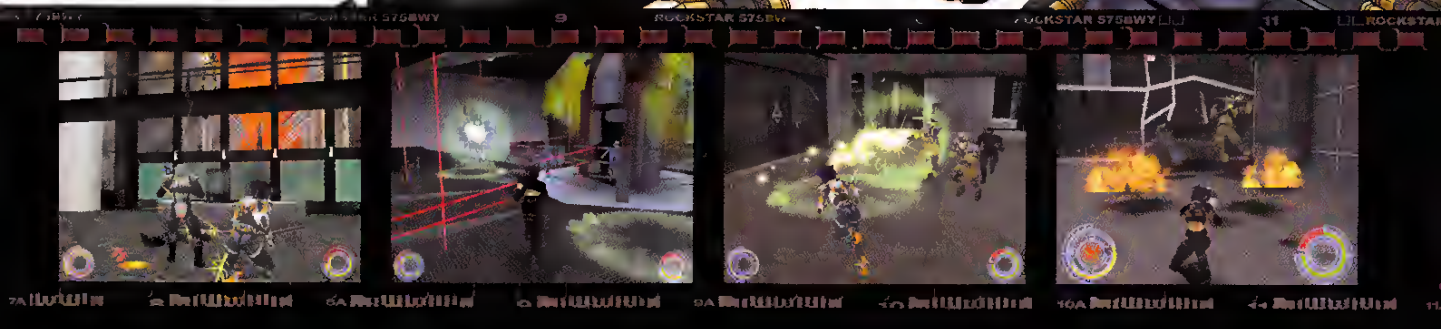
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NM: I always think about whether or not the dance music I am writing for *DDR* will be suitable or not. There are certain songs qualities and characteristics that are right for *DDR*. I mainly focus on songs with those existing elements in them but don't limit myself to that. I also produce songs that go beyond what is common and have a hint of surprise about them.

T&T: Do you play DDR or any of the other Bemani games for fun? If so, what's your favorite one?
NM: I particularly like club and dance culture, so I play the *DDR* series and *Beatmania* a lot.

T&T: Do you play any other video games? If so, what are your favorites?
NM: I like driving simulation and sports games. My favorite game is Konami's *Real Powerful Pro Baseball*.

T&T: What are some hobbies or pastimes that you enjoy?
NM: When I have free time, I like to watch programs on satellite TV and watch and listen to music and movies. My hobbies are going for drives and traveling. After I finish my current job, I'm hoping to go to Las Vegas.



T&T: What is it about DDR and the other Bemani games that make them so popular?
NM: The characteristic of this game is to get the basic timing in synch with simple steps. The game is very easy to get into and is easy to play. Moreover, music is universal. The main focus of this game revolves around this shared point of popular culture. Not only is the game play fun but the songs have the ability to entrance the player. It is these two elements that are creating the popularity in today's music games.

T&T: At least in Japan, do you think the Bemani type of game still has room to grow and develop, or do you think that the consumers are starting to get tired of it?
NM: We have crossed an incredible mountain but I think we are currently entering a stable period. Due to the popularity, *Bemani* has even reached the non-hardcore gamer. I believe that from this point on, the main approach to music games will focus on the people who love music. We would like as many people as possible to play the game, so we are always thinking about those types of measures. As long as music is the foundation of the *Bemani* series, I believe that music lovers will buy and enjoy our games over time because of the universal element that music possesses.

T&T: Finally, what direction do you see the Bemani series going toward in the future? Is there anything you would personally like to see in a Bemani game that hasn't been done yet?
NM: I think *Bemani* games are moving in two different directions; game play that appeals to the light user and game play for the hardcore gamer who loves music. As for what I would like to do in a *Bemani* game in the future, I'd like to include aspects of what is actually done in the music industry into our games. For example, *Artist Audition* enables players to become the producers. During the game, the player actively participates in the music creation process by singing songs and writing music. This is the type of game for people who have a dream to produce music. It may just be a game, but it is through this medium that this dream can be fulfilled. It is possible for some people who do well in the audition to actually debut as a music artist. There are many, many things I would like to incorporate in the *Bemani* series in the 21st century. No matter what the direction is, I always want it to be positive.

Your Abilities and DDR...

There are three major categories of ability that are important when playing *DDR*: timing, speed and muscle endurance.

Timing

This is your ability to coordinate a step of your foot to the graphics on the screen. In this context, you can understand the music as a mnemonic device to help you remember the pattern of steps. This is also the very first thing beginners will have to learn. Try playing an easy song like *Boom Boom Dollar* in Training Mode. Watch the screen and listen to the music carefully. Look at what feedback you're getting with each step. If you're not obtaining "Perfect" every time, see if you can distinguish whether you're stepping too early or too late—then adjust your timing to compensate. If that doesn't work, you may be paying too much attention to the graphics. Use the rhythm of the music to tell you when to step instead.

Some beginners tend to consistently step too late. If this is happening to you, instead of trying to step when an arrow reaches the the mark at the top, try stepping just before the arrow reaches the mark. After practicing for a while, you'll find it less and less necessary to watch the screen the entire time. You'll be able to step correctly just by glancing at regular intervals. Eventually, you may be able to perform the whole song without looking at the screen at all!

Speed

Speed really isn't an issue in the easier songs. However, as your skills develop, and as you begin to play the five- and six-feet rating songs, speed will become increasingly important. *La Señorita*, *Afronova* and *Paranoia ~Dirty Mix~* are the three fastest songs in the game. Practicing fast songs is important. However, the best way to get fast is to memorize the moves slowly in Training Mode, then gradually increase the speed. Your capacity to step fast is directly related to your familiarity with the steps you're about to perform. Faster songs require greater familiarity with the steps. Consequently, they'll also require more time to learn.

Muscle Endurance

This includes your leg muscles and your heart. Depending on your level of physical fitness, this may or may not be an issue while playing *DDR*. Obviously, if your legs are tired you won't be able to put them exactly where you want them to go. If you feel out of breath, take a short break. Don't overexert yourself. However, don't worry if you become tired quickly. If you play this game a lot your body will gradually get used to the activity. If you feel like you're out of breath too often, the best training to increase your endurance is a regimen of running. It will give your body that extra push you need when you start to play longer songs like *Paranoia*.

One point that's very important to remember is that you will expend less and less energy per step as you get better at playing the game. This is not just because your body is getting stronger, although that is a factor. One reason for this is that the better you become, the less mistakes you'll make, and in turn, the less energy you'll use trying to correct a wrong move. Even when you don't make any mistakes, your legs will just automatically become more efficient at stepping where you want them to go. You can see this most clearly when you watch players of different skill levels perform double steps. A beginner will tend to jump high and bring his or her foot down much more forcefully than an experienced player. When you watch experts play, you may notice that their jumps are considerably faster, smaller and lighter, unless they are jumping in a specific way for performance purposes. This kind of development will just occur naturally over time.



Pattern Strategies



For the average person, *DDR* gameplay involves about 90% memorization and 10% reaction time. It's all about memorizing patterns, then translating them into the proper foot movements. If you can memorize the step patterns to a song completely, at that point reaction time won't even be an issue! However, you don't have to deliberately memorize step patterns outright. Just by virtue of playing the game over and over, your body will get used to the required movements all by itself. Having said that, one could also state that the average player spends about 90% of the time recalling and executing already encountered step patterns, and 10% of the time trying to react to new and unfamiliar ones. Patterns of steps usually appear in repetitive clusters. For example, let's look at the structure of the song to the left, *Brilliant 2u*.

If you look carefully, you'll see that many patterns are repeated over and over, sometimes with slight variations. There are only few places where the pattern changes suddenly. For example, there are six bars that contain a 1/8 step (except for bars 45-47). However, look closer and you'll see that bars 6, 9, 30 and 33 all are identical, and so are 12 and 36. Look at the rest of the song and you'll notice that bars 5, 21, 23 and 29 are identical. Same with bars 8, 11, 32 and 35. What's the point of all this? Because of the high rate of repetition, getting familiar with specific small patterns is a great way to improve your skill.

In the remainder of this section I'll illustrate some commonly encountered patterns. While you study them, be aware of the following:

- **There are usually at least two or more different ways to perform a cluster of steps.**
- **Sometimes, if you shift your weight improperly it will be impossible to reach the next step.**
- **Sometimes, if your body and/or feet are in a certain position it will be impossible to reach the next step.**



DDR Expert Profile

Real Name Bum Suk Shon
Nickname Jenith
Age 23
Hometown Seoul, Korea
Favorite song Paranoia
Favorite dance move Bong Thomas (That's what we call it in Korean)
Arcade hangout Cyber-Zone, Los Angeles, CA

How long have you been playing DDR?
Since April 1999.

How often do you play DDR?
When I was practicing *DDR*, I would be at the arcade from opening till closing (like 13 hours?) every day for about two to four months. Nowadays, I play just once a day.

Do you play at home?
Not that much.

What's your advice for beginners?
Step on a button with your right foot after stepping on one with your left foot. Keep alternating, left, right, left, right, etc.

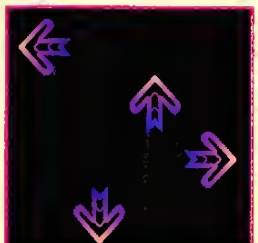
What was the worst injury you ever sustained while playing DDR?
I dropped my knee on the floor countless times...so nowadays it hurts when I try that.

What was the longest period of time you played DDR without taking a break?
Well, I couldn't really make any records, because at the time a lot of other people were also playing *DDR*.

Do you consider yourself a score player or a freestyle player?
I don't know about that.

Do you play other Bemani style games?
Keyboardmania...I play *DrumMania* and *Beatmania* a little bit. I've played *Para Para Paradise* and *Dance Maniax* a few times also.

What do you look for in future DDR or Bemani releases from Konami?
Euro beats (I mean around 130-140 BPM).



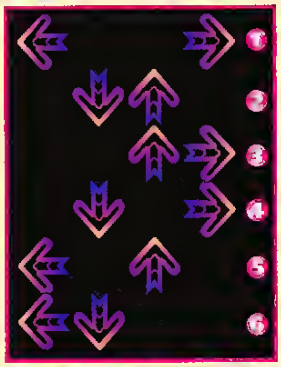
1/4-Step Clusters

This is the most basic category of pattern you'll encounter. All one-foot songs are composed entirely of 1/4 steps. Even in six-feet songs, you will still encounter lots of 1/4 steps. If you stumble during these patterns, try the following.

1. Place your left foot on the left arrow. Also, shift your weight onto your left foot.
2. When an up, right or down arrow appears, tap or step on it only with your right foot. You may shift your weight toward the right temporarily as you step. Don't *move* your left foot at all!
3. When a left arrow appears, put your right foot down wherever it happens to be, shift your weight to the right, and step with your left foot. Then, return to your original position.



You may also find it difficult to keep the proper rhythm when steps don't fall on every single beat. If this happens to you, try stepping onto the center area with your free foot if no arrows appear for a particular beat. Alternatively, you can also just step anywhere.



Double Step Clusters

These patterns are also fairly simple. There are only six different unique double steps. To hit them, you can either make a tiny hop or a huge jump. It really doesn't matter what you do, but remember that for the more advanced songs, the arrows will flow at a fast pace and you may not have time to jump up high. You will see only a few double steps in three-feet and easier songs. They will appear with much greater frequency in the more difficult songs.

1 Left-Right Double Step
This is the first type of double step you'll encounter.

2 Up-Down Double Step
If you have trouble with this one, try rotating your body to the left or right. Rotated ninety degrees, this is the exact same maneuver as the left-right double step.



Left-Right, Up-Down Combination
You'll see this pattern often. Practice it! For added flair, you can turn your body ninety degrees in the same direction with each step!

3 4 5 6 Diagonal Double Steps
The other four kinds of double steps appear in five-feet and harder songs. You'll encounter them often in groups. They're not any more difficult to execute than the first two, however. Practice hopping around the pad on different combinations of arrows to get used to the feeling.





DDR Expert Profile

Real Name	Jason Ko
Nickname	J Dogg
Age	21
Hometown	Irvine, CA
Favorite song	AM-3P
Favorite dance move	Slide (start with one foot on one panel, and slide it across to another panel without lifting the foot)
Arcade hangout	Metreon, San Francisco, CA

How long have you been playing DDR?
One year and six months.

How often do you play DDR?
An hour and a half per day, five days a week.

Do you play at home?
I don't play at home much at all...maybe once a week. I prefer to play in the arcade because of the sturdy platform, and the crowds of course.

What's your advice for beginners?
Listen to the music when you play! This is an important part that people don't realize when they start out. Listening to the beat helps you out tremendously.

What was the worst injury you ever sustained while playing DDR?
A hurting right foot from playing too much.

What was the longest period of time you played DDR without taking a break?
Five hours.

Do you consider yourself a score player or a freestyle player?
Freestyle.

Do you play other Bemani style games?
Keyboardmania, Beatmania.

What do you look for in future DDR or Bemani releases from Konami?
Although *Bemani games* got off to a slow start, I'm looking forward to the U.S. PlayStation version of *DDR*, which should dramatically increase the popularity of music games in the U.S. I think this relatively new genre of games will really take off in the near future.

1/8-Step Clusters

Here is where it starts to get tough. These will appear starting around three- and four-feet songs. The problem is that you'll have to step exactly twice as fast to hit these kinds of patterns properly. The greatest difficulty here is being able to switch from the 1/4 steps to 1/8 steps, then back to 1/4 steps without missing a beat. Unlike the previous patterns, these can appear in a wide variety of configurations.



A-A Combination
This is a simple pattern. Just step twice as fast as normal. You may also see many A-A combinations appear in series or mixed into some of the following patterns.



A-B Combination
These are really fun. Stepping normally but twice as fast for something like this may feel awkward. I like to begin this one by jumping up, just like a double step. On the way down, land on your left foot first, then follow with your right foot half a beat later. This 1/8 step is the basis for lots of complicated patterns.



A-B-A Combination
The easiest way to tackle these is to put one foot on "A," one on "B," and just step like you're running in place.



A-B-C Combinations
Depending on how you attack this kind of pattern, the stepping can be either trivial or very difficult. In general, you can execute these moves more smoothly if you learn to alternate your feet with each step.

For example, if it's up-right-down, the stepping is easy if you start with your left foot on up, then right foot on right, followed by left foot on down. No problem! But what if your left foot was busy and you mistakenly started out with the right foot? Now you're in big trouble! Well, not necessarily. Remember, you don't have to face the screen. As you step on the up arrow with your right foot, turn your body ninety degrees to the left, so you can step backward with your left foot and strike the right arrow. Finally, you can turn ninety degrees left again and hit the down arrow with your right foot. It's still not as easy as the first way, but it sure beats crossing your legs around themselves like spaghetti. On the other hand, it's much more impressive to be able to execute moves like these the hardest possible way while still striking the arrows in time. If that appeals to you, then you're on your way to learning the art of *DDR* freestyling!



Here's another example: **left-up-right.** If you face forward only, no matter what foot you begin with, you're going to have trouble reaching that right arrow. In fact, it will be impossible without either crossing your feet, hopping like a madman, or using a similar strategy to what I described in the previous example. What do you do? Just face ninety degrees to the left instead and start with your left foot on the left arrow. Now, completing the combo is simple. Plant your right foot on the up arrow, then step back with your left foot on the right arrow. Notice that this sequence is the exact same as the previous one, except it's rotated ninety degrees counterclockwise. Recognizing symmetries like this one can go a long way in making the game easier on your feet and legs.

continued

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PlayStation strategy

1/8-Step Clusters continued



1 1/2 Beat Pauses

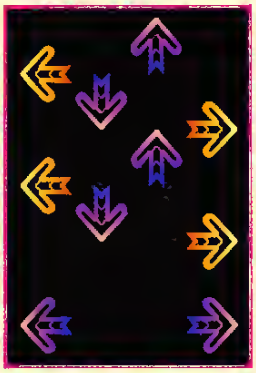
So far, we've only seen steps separated by full beats and half beats. When you see something like this for the first time, it will surely confuse you. This example is taken directly from bars 28-30 of *Paranoia*. The space between some of the steps here is 1 1/2 beats! Try this sequence slowly in Training Mode first so you can understand what a pause of this duration feels like.

More Complex Combinations

There are numerous possibilities when 1/8 steps enter into the picture. Here are a few more interesting situations.



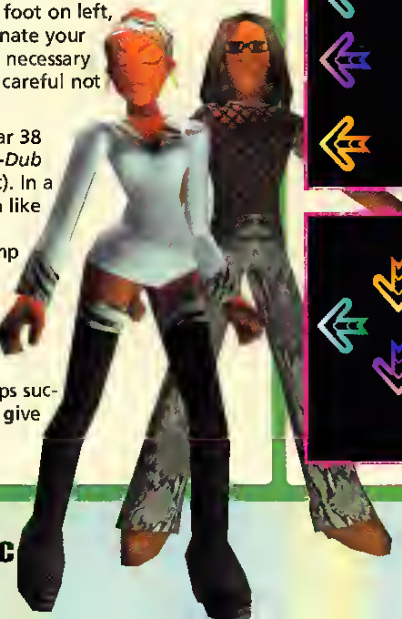
This is bar 66 of *Paranoia Max ~Dirty Mix~*. It looks more intimidating than it really is. Think of it as each foot starting on the up-down arrows. Both feet travel clockwise around the pad, one at a time. Start with your left foot on down, then right foot on up. Next, put your left foot on left, right foot on right, then finish with the left foot on up, right foot on down.



Here are bars 55-56 of *Drop the Bomb* (Difficult). It's the last and most difficult part of the song. At this point, the steps are fast so you may not be able to step like you could if there was a full beat in between each one. If the speed is too fast for you, there are basically two fancy-pants alternatives you can try: Just alternate your feet while facing forward. If you start with your right foot you'll have to cross legs on the fourth, fifth and eighth steps. If you start with your left foot you'll have to cross legs on the second, third, sixth and seventh steps. Or, you can step while rotating your body clockwise. Start with your right foot on up, then left foot on left, right foot on down, and so on. Alternate your feet as you go and rotate yourself as necessary. You won't need to cross legs, but be careful not to get too dizzy!



This is bar 38 of *Dub-I-Dub* (Difficult). In a situation like this, you can't jump up very high if you expect to make both steps successfully. There's no special advice to give for this one. You just have to be fast enough!





DDR Expert Profile

Real Name Andy Nguyen
Nickname Kid Zero
Age 19
Hometown Orange, CA
Favorite song B4U (from *DDR* 4th Mix)
Favorite dance move I don't have one.
Arcade hangout Arcade Infinity, Rowland Heights, CA

How long have you been playing DDR?
I've been playing since day one of *DDR*...one year and eight months?

How often do you play DDR?
Half an hour, every two weeks.

Do you play at home?
No.

What's your advice for beginners?
When playing in the arcade, do not hold the bar. It's like training wheels on a bicycle.

What was the worst injury you ever sustained while playing DDR?
Bruise on the bottom portion of my knee cap. Couldn't play for three months.

What was the longest period of time you played DDR without taking a break?
Two hours.

Do you consider yourself a score player or a freestyle player?
Freestyle player.

Do you play other Bemani style games?
I play *DrumMania, Dance Maniax, Beatmania IIDX, Guitar Freaks, Para Para Paradise.*

What do you look for in future DDR or Bemani releases from Konami?
Hopefully, Konami will come out with another revolutionary game that will attract larger crowds. *DDR* did it; I bet they can make another one.

1/16-Step Clusters

After reaching this level of gameplay where 1/16 steps begin to appear, there are few truly new combinations of steps left to encounter. At this point, the greatest difficulty lies in the fast sequences and unusual patterns of pauses in between steps.
On the very hardest songs, you'll see quarter beat and three-quarter beat pauses. Sometimes the arrows appear in such a way that 1/16 steps are hard to distinguish from the other types. The best way to learn the rhythm of the most complex patterns is to listen to them in Training Mode with Assist set to "Type 3." Don't play the first time, just listen to the hand claps.



Here is bar 9 of *El Ritmo Tropical* (Expert). This song is filled with 1/16 steps everywhere. In this cluster, the pause between all steps is three-quarters of a beat, except between steps three and four, where it is a half beat. This is a good song to practice to get used to the timing of 1/16 steps.

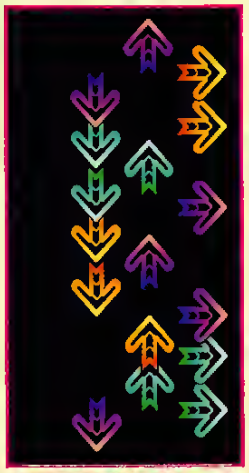


This is bar 21 from *Brilliant 2u* (Expert). It's tricky at first! You've seen similar patterns before, but now the left 1/16 step arrow is thrown in there. The pause is a quarter beat between the third and fourth steps and also between the fourth and fifth steps.



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Experts-Only Clusters



Here are a couple of patterns you'll only encounter in nine-feet songs.

This is bars 3 and 4 from *Dynamite Rave* (Expert).The quarter beat pauses are between steps four and five, seven and eight, 13 and 14, 16 and 17. Every other pause between steps is a half beat. The foot positioning is easy; just start with your left foot and alternate all the way through. It's the sheer speed that makes it so tough! The most difficult part is the last three steps: up-right-down. As your right foot steps right, you really need to swing your left foot from the up arrow to the down arrow particularly fast.



Here's an example that mixes many pauses of different lengths. It's bars 56-57 of *Dynamite Rave* (Expert). The unusual timing of steps makes it difficult. For the first six steps, the pause alternates between a quarter beat and a half beat. Then, between the sixth and seventh step there's a three-quarter beat pause. The remaining steps are separated by half beat pauses. Crazy!



DDR Expert Profile

Real Name Henry Yuan
Nickname Godden
Age 19
Hometown Walnut, CA
Favorite song Brilliant 2u (Both versions)
Favorite dance move Koshiru's Boom Boom Dollar (very famous move, where he does the quick feet movement)
Arcade hangout Southern Hills Golfland Stanton, CA

How long have you been playing DDR?
17 months.

How often do you play DDR?
Seven to eight hours a week.

Do you play at home?
No.

What's your advice for beginners?
It's all practice...and belief that you can do it.

What was the worst injury you ever sustained while playing DDR?
Some bruises on my knee, nothing really serious.

What was the longest period of time you played DDR without taking a break?
Nine hours.

Do you consider yourself a score player or a freestyle player?
I do both score and freestyle, but right now I'm doing more score work instead of freestyle.

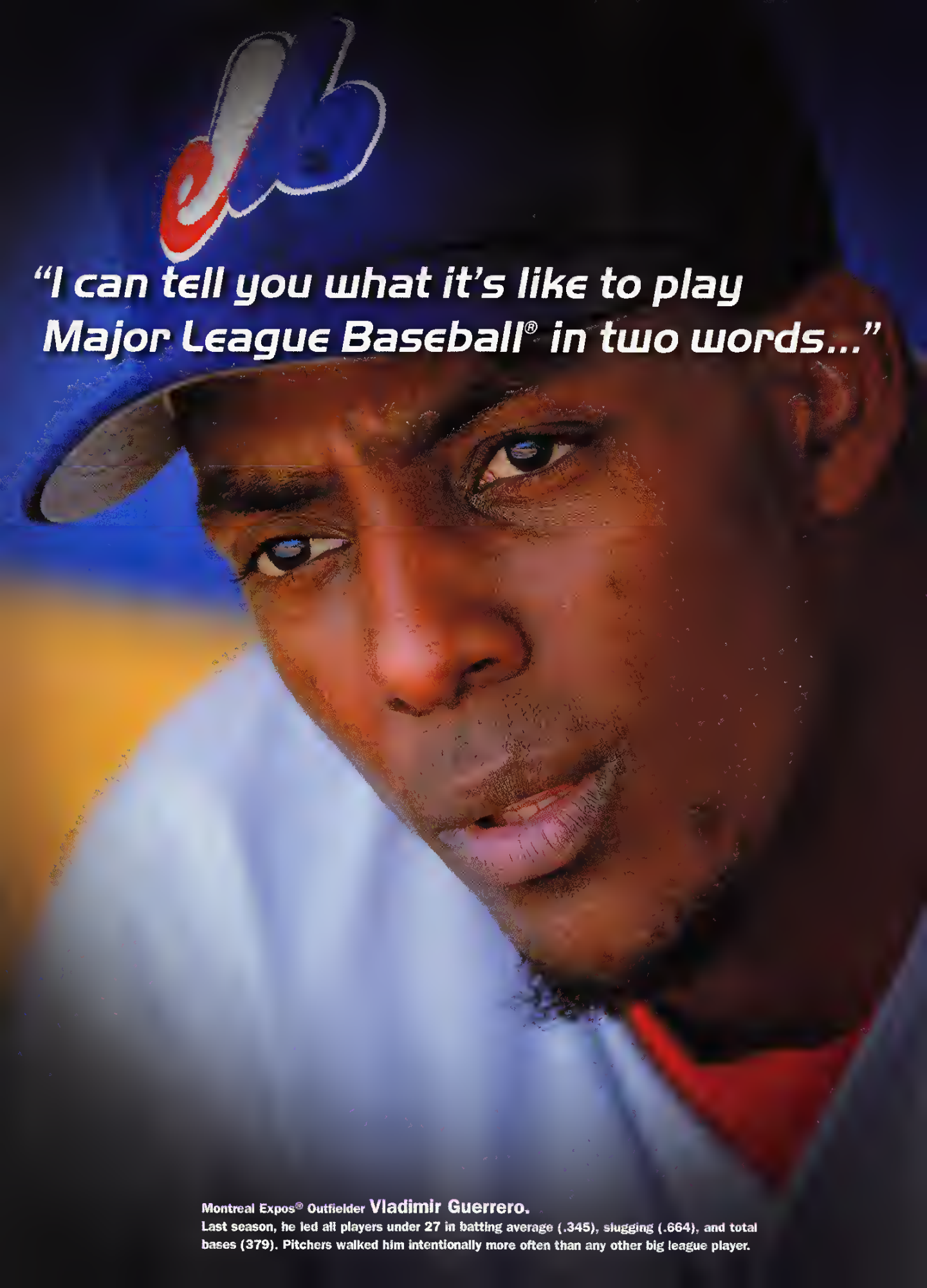
Do you play other Bemani style games?
DrumMania, Para Para Paradise, Beatmania IIDX, Keyboardmania.

What do you look for in future DDR or Bemani releases from Konami?
I was hoping Konami would release more *Beatmania* series such as *IIDX* in the U.S. Also multiplayer *Para Para Paradise*, and a more realistic style of DJ game (*Beatmania* is fun, but another style would be pretty good).

Song List

Here's a list of all the songs in the game and their statistics. The largest and smallest values in each column are highlighted.

Song Title	Length (Bars)	Duration (Min.)	BPM	Standard Level Rating	Standard Level Steps	Difficult Level Rating	Difficult Level Steps	Expert Level Rating	Expert Level Steps
Have You Never Been Mellow	41	1:15	130	3	68	9	118	12	171
Boom Boom Dollar	39	1:06	140	8	103	15	156	16	209
El Ritmo Tropical	47	1:21	140	8	124	16	198	17	247
Let Them Move	36	1:11	122	9	107	16	150	17	198
20, November	36	1:03	137	9	103	15	150	17	175
Put Your Faith In Me	39	1:14	126	9	128	12	145	16	203
Put Your Faith In Me (Jazzy Groove)	38	1:12	126	10	149	15	167	16	208
Brilliant 2u	48	1:13	157	10	162	15	176	16	225
Brilliant 2u (Drchestra-Groove)	48	1:13	157	11	166	16	187	17	226
Smoke	41	1:10	140	9	137	12	155	16	219
Make It Better	41	1:20	123	9	143	15	188	17	212
My Fire	40	1:12	133	10	125	15	144	16	170
If You Were Here	42	1:07	150	11	150	16	170	17	210
Dub I Dub	41	1:10	140	10	134	16	205	18	210
Keep On Movin'	36	1:00	144	10	110	15	140	16	183
La Señorita	72	1:32	188	10	241	16	255	17	294
Drop the Bomb	57	1:29	154	11	199	15	238	16	304
Get Up 'N Move	41	1:12	137	11	175	17	183	18	256
I Believe In Miracles	44	1:19	134	11	174	16	188	18	246
AM-3P	41	1:13	135	11	164	16	195	18	244
Dynamite Rave	58	1:29	156	11	188	17	269	19	398
Afronova	70	1:21	207	11	214	17	244	19	370
Trip Machine	55	1:19	167	12	191	17	211	18	230
SP-Trip Machine ~Jungle Mix~	54	1:18	167	12	194	17	217	18	245
Paranoia	71	1:32	185	12	264	17	275	18	319
Paranoia Max ~Dirty Mix~	71	1:27	196	12	268	18	288	18	340
Paranoia KCET ~Clean Mix~	71	1:32	185	12	262	17	278	18	351



Montreal Expos® Outfielder **Vladimir Guerrero.**
Last season, he led all players under 27 in batting average (.345), slugging (.664), and total bases (379). Pitchers walked him intentionally more often than any other big league player.

"...High Heat."

Only High Heat™ Major League Baseball® asks the tough questions — and gets the answers right. That's what makes it so amazingly real.

Q: Why did Mark McGwire slug only .257 with two strikes, but 1.310 when ahead in the count?
A: He can guess the pitch more easily when he's ahead...and crush the ball for a mammoth homer. **High Heat's Got It.**



Q: How is Barry Bonds sometimes able to wallop splash-landing homers out of Pac Bell Park?
A: He works the count, then looks for a fastball inside and starts his stride early to pull it into the bay. **High Heat's Got It.**













Screen shots were taken from the PlayStation®2 console and PC versions of the game.

Q: When Vladimir Guerrero drills the ball down the left field line, will it curve fair or foul?
A: The spin of the ball coming off the bat causes it to curve toward foul territory. **High Heat's Got It.**

Q: Why should a pitcher make some pickoff throws, but not too many?
A: A few pickoffs shorten runners' leads, but too many can distract the pitcher or result in an error. **High Heat's Got It.**

Q: When would Kevin Brown waste a pitch and throw a breaking ball in the dirt?
A: On an 0–2 count when the hitter is likely to chase a bad pitch while trying to protect the plate. **High Heat's Got It.**

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Available for PlayStation®2 computer entertainment system, PlayStation® game console, Game Boy Color and PC-CD Rom

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"...we might be looking at a Yankees® type of dynasty with High Heat 2002."
– Official PlayStation Magazine (Feb. 2001)

SEQUEL TO:
"This year's best baseball video game."
– Sports Illustrated (Dec. 2000)

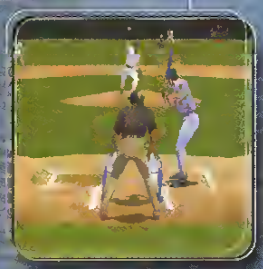
Awarded Top 10 Games of All Time and Sports Game of the Year two years running.
– CGW

- REAL PITCHING
- REAL HITTING
- REAL FIELDING & RUNNING
- BETTER A.I.
- REAL STRATEGY
- REAL PHYSICS
- ACCURATE ROSTERS

Q: What makes Aaron Sele's curve so effective against both righties and lefties?
A: His dead overhead, or "12 to 6" arm motion, makes his curve break nearly straight down against all hitters. High Heat's Got It.

Q: What change in strategy helped fuel Frank Thomas' resurgence to MVP form last year?
A: He adjusted to the umpires calling strikes on the inside corner and began looking for inside pitches to pull. High Heat's Got It.





REAL. BASEBALL.

Q: On a long throw to the plate, what's the best way to stop a runner from taking an extra base?
A: Use the first baseman to cut off the throw and nail the runner. High Heat's Got It.

Q: How can you tell Bernie Williams is batting in Shea Stadium?
A: You hear boos from Mets fans combined with cheers from the cross-town Yankees fans. High Heat's Got It.

Q: How real is High Heat Major League Baseball?
A: Last year, we found out All-Star Vladimir Guerrero was actually using it as a training tool to scout opposing MLB™ pitchers. This year, we put him on the box.



HIGH HEAT™ Major League Baseball® 2002

3DO™

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PAPER MARIO™

by Geoff Arnold

Just before the untimely demise of the Super NES and the birth of the N64, two of the greatest video-game companies came together to create the smash hit *Super Mario RPG: Land of the Seven Stars*. Developed by Squaresoft and Nintendo, *Super Mario RPG* was a breakthrough for many gamers, as they finally got the chance to take Nintendo's favorite plumber and drop him into the fantasy realm of role-playing. Now Mario returns to the role-playing realm, this time on a different system and with a new approach to the genre in *Paper Mario*. In essence, it's a sequel to *Super Mario RPG*, but the game stands out from its predecessor in more ways than one. Though the graphics may look a bit simplistic—the characters and backgrounds are two-dimensional and appear to be made out of paper—don't let the cutesy appearance fool you. The storyline is longer and far more complex than that of *Super Mario RPG*, and the world you are able to explore is much larger, with plenty of surprises to keep you entertained for quite some time.

Some say that the N64 is nearing the end of its life cycle...but *Paper Mario* may convince you that the system is still in its prime. I'm a little bit confused by one aspect of the game, though: If Mario is made of paper, why doesn't he burn to a crisp when Bowser breathes fire on him?



The Story





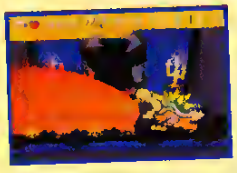
Far above the Mushroom Kingdom, an unknown world exists where seven Star Spirits are constantly kept busy by watching the inhabitants below. These seven Stars reside in a kingdom known as Star Haven and are keepers of the Star Rod, an infinitely powerful wand capable of granting the user any wishes he/she desires. Being the keeper of such a tool is an extremely important task, and the Stars did a wonderful job watching over it and keeping peace in the lands below...that is, until Bowser came along, stole the Star Rod and quickly imprisoned the seven Stars using its power. Meanwhile, our hero Mario and his brother Luigi are busy in the Mushroom Kingdom preparing for a party with Princess Peach at the castle. At the party, Mario is sitting down to have a conversation with Peach...when Bowser suddenly appears to pick a fight! Unaware of the fact that Bowser possesses the Star Rod, Mario fights back with all of his strength until Bowser uses the wand to become invincible. He deals Mario a devastating blow, knocking him out of the castle and down to the earth below—then proceeds to kidnap Princess Peach. When Mario awakens in Goomba Village, his only thoughts are to save the Princess and the seven Star Spirits, then find a way to take back the Star Rod from Bowser's evil clutches.













The Characters

"Good Guys"



Mario
The world's most famous plumber is back again to foil Bowser's evil plans. Not only does have to rescue Peach again, but this time he has to save the seven imprisoned Star Spirits as well.



Princess Peach
Poor Princess! She is always being harassed and kidnapped by Bowser. She is strong in spirit and doesn't give up easily; she may even give you some help if you find yourself in trouble.



Star Spirits
After capturing them, Bowser sent each of the seven Star Spirits to the far corners of the Mushroom Kingdom. It's now up to Mario to rescue them and return them to Star Haven. Unfortunately, each Star Spirit is guarded by one of Bowser's evil goons! When you release a Star Spirit, it will assist you in battle by attacking enemies with magic or aiding your party.



Luigi
Mario's brother Luigi is always by his side. He may not seem like he is much help directly, but Luigi can always offer Mario moral support.



Twink
A lonely inhabitant of Star Haven, this star kid doesn't have much power, but he is determined in his quest to help Mario save the Princess and the Star Spirits.

Mario's Teammates



Goombario
This little mushroom knows more about what's going on than Mario does! Look for him to help you out with valuable knowledge when you need it. Goombario's added damage will come in very handy early on.



Kooper
This little turtle will lend Mario his shell as an attack weapon. Extremely helpful in combat.



Bombette
A friendly female bob-omb, Bombette helps you when you reach a dead end by blasting through walls. Bombette also aids Mario during battle by ramming enemies or exploding near them, causing major damage.



Parakorry
Parakarry is a parakoopa that works in Toad Town's local post office. Parakarry will help you when you need to cross chasms or make extremely long jumps by carrying you to the other side. He also lends a hand in combat with his "lift" ability, which carries enemies off the screen.



Bow
A friendly female boo, Bow reigns supreme in the Mushroom Kingdom as head of Boo Mansion. Use her powers to help you hide from enemies or walk through solid objects and walls.



Watt
A lonely little spark who is being held captive by the Big Lantern Ghost. Free her to enlist her help; she can shed some light in a dark room or look for invisible blocks.



Sushie
This cheep cheep lives among the Yoshis that inhabit Lavalava Island. Armed with some of the most hysterically funny attacks in the game (like the Belly Flop), Sushie becomes invaluable when Mario's party needs to cross certain bodies of water.



Lakilester
Lakitus have a bad reputation, as they are employed by Bowser, but Lakilester has given up on his evil ways and decided to join up with Mario. Not only does he pack a wallop in battle, you can also use Lakilester to cross deadly terrain such as thorny vines, bushes and spike-laden floors.

Walkthrough

An overall step-by-step walkthrough isn't really necessary in Paper Mario and may even take the fun out of your experience. The best way to play the game is by exploring and finding everything for yourself. If you need a hint, I will go over major points in each section and point out some of the hidden items. This section is more of a general overview of important occurrences that will help you make it to the end of the game.

A. Prologue: A Plea from the Stars



Your first quest is to reach Star Summit, a lonely peak on the outskirts of Toad Town where the Star Spirits can communicate with you

1. Goomba Village

Goomba Village is a small, cozy village inhabited by a family of goombas. There isn't much here other than a couple of houses and a place to stay.



★ Talk to all the goombas in the village and listen to what they have to say.



★ As you approach the gate, Kammy Koopa appears and drops a giant block on top of the gate, barring your path.

★ Talk to Grandpa Goomba after the veranda collapses and search here to receive the hammer, which will allow you to smash through blocks and smack trees.



★ Hit the tree in this small area to receive a dolly, which you can give back to one of the goombas in Goomba Village. In return for her dolly, the girl goomba will present you with a Star Piece.



★ Fight your way back to the village to receive the Power Jump Badge from Grandpa and enlist the help of Goombario.



★ Once outside of Goomba Village, continue down the path to reach the Goomba Brothers (don't forget to pick up the Close Call badge on the way!). The Goomba Brothers are actually quite easy to defeat. Use Mario's power jump technique on the red goomba first while Goombario attacks the blue goomba.



★ Continue down the path until you reach King Goomba's fortress.

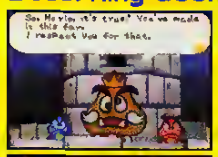




2. Toad Town

Toad Town is basically the wheel hub of the Mushroom Kingdom. This is also where Mario lives with his brother Luigi, so be sure to stop and pay a visit to Mario's home. There are many things to do here, so take your time and get to know the locations of all the important places—Russ T.'s house, the Dojo, Post Office, Merluvlee's house (where you can trade Star Pieces for cool badges) and the item shops throughout the town. You will find that you will be visiting this town more and more as you progress through the game, since Toad Town actually leads to many other important areas as they open up.

Boss: King Goomba



King Goomba isn't as tough as he appears to be. He has the Goomba Brothers as a backup team, but don't let the odds fool you. The brothers are weak from your previous battle, so concentrate on them first. They each have two hit points, between Mario's jump attacks and Goombario's headbutt attacks, both brothers should be defeated within a few rounds. If you feel like taking the easy way out, look closely at the tree behind King Goomba. Use your hammer to hit the tree, which will cause a goombanut to crash down on your enemies and rob them of 3 HP each! The Goomba Brothers are history after this deadly blow. Once they're gone, King Goomba should be defeated within a couple of rounds.





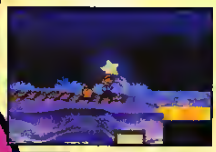
★ Whack the tree just outside of the fortress to pick up another Star Piece, then check a bush just below the castle to find a switch. Hit the switch to extend the bridge that leads to Toad Town.



★ Hit a tree here to knock loose a trampoline, then jump off of the trampoline onto the roof to receive the Hammer Throw Badge, which allows you to chuck hammers at any enemy while in battle.



★ Continue on down the road to reach Toad Town.



★ Talk to as many Toads as you can and gather information about what's going on in the Mushroom Kingdom.

★ Look for the giant door with a star emblem on it near the post office and take that path to reach Shooting Star Summit. Check the base of the mountain to find a Star Piece, then scale the mountain and talk to the seven Star Spirits that are waiting for you at the top.



★ On the way back to Toad Town you'll run into Twink, who gives you the Lucky Star which allows you to use the action command in battle. Too bad a magikoopa shows up and ruins your fun.



★ With your newfound action command battle skills, the magikoopa is a pushover. If you want to end the battle quickly, execute a Power Jump attack and combine it with an action command to do four or five points of damage.



★ Head to Merlon's house next. Collect the Star Piece that sits in the tree to the left of his house, then listen to what he has to say.

★ Four suspicious-looking toads (*TMNT*, anyone?) are blocking the east exit of town, the only way to get them to show their true forms is by talking out Merlon once again.

★ Once the "toads" are gone, take the east exit toward Koopa Village.



"Bad Guys"



Bowser

Mario's lifelong archenemy is back and nastier than ever, even in paper form! He plans to use the Star Rod to corrupt the world and get rid of Mario forever.

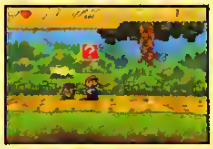


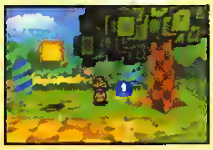
Kammy Koopa

One of Bowser's most trusted lackeys, Kammy appears from time to time to throw a monkey wrench in Mario's path. The brains behind Bowser's evil schemes, she basically annoys Mario throughout the game.

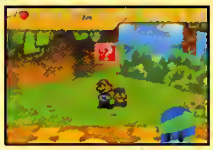
Chapter 1: Storming Koopa Bros. Fortress

Bowser has employed a brotherhood of koopas to keep Mario from freeing the first Star Spirit. The Koopa Bros. reside in a fortress to the far east of Toad Town. Battle with enemies along the way to pick up some Star Points and cash.





★Look for this red "?"block on the road to Koopa Village and hit it to pick up a Dizzy badge.

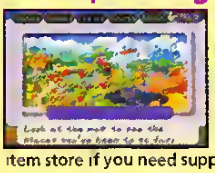


★Pound the tree with the hammer to knock down a switch which allows you to cross the bridge just ahead.

★Take the lower path at the road sign to reach Koopa Village.

★Smash a block here to reveal another red "?" block which houses an Attack FX B badge.

1. Koopa Village



Koopa Village has been taken over by a bunch of fuzzys—maniacal little creatures intent on stealing every koopa's shell they can get their grubby hands on. Win back the shells to earn the respect of the koopas and have Kooper join your party. There is a Toad house here if you need to rest and an item store if you need supplies.

★There are three koopas in the village center; each is missing its shell. You'll find the first koopa's shell by stomping on a fuzzy nearby. The second's shell is on top of a breakable brick and the third koopa's shell is in a tree nearby.

★Check the bushes in the village to receive various items.

★Visit Chuck Quizmo to try out your memory on some *Paper Mario* trivia and earn some Star Pieces.

★Another fuzzy took a koopa's shell in the sandpit on the other side of the village, sneak up by walking slowly and jump on it to return it to its owner.

★Just to the right of that is another koopa without a shell. Push the blue block underneath the shadow of the breakable brick, then use the blue block to break the brick and knock down the shell.





★Check out the center house to locate Kooper, who is willing to join your party if you can get his shell back. To do so, follow the fuzzy out of the back door of his home and corner him near a grove of trees. Watch him jump from tree to tree, then smack the tree where you think he is. Do this three times and Kooper's shell will be returned.

★Use Koopa's shell to grab the HP badge on the way out, then head back to Koopa Village.

★Grab another Star Piece by using the blue block in the same fashion as you did to get the koopa's shell.

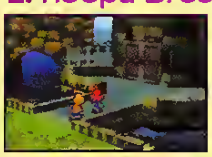
★Visit Koopa Koot and retrieve the book that he asks for from Kolorado's house to receive one coin. Continue doing more favors for him to earn rewards later on such as Star Pieces.

★Stock up on healing and FP-restoring supplies before you go.



★Head back toward Toad Town and look for an area where you can follow the path at the bottom of the screen to a small island with a Star Piece. Grab the Star Piece, then backtrack toward the Koopa Bros. Fortress.

2. Koopa Bros. Fortress



The Koopa Bros. Fortress is rather large, but surprisingly linear with a few twists and turns. Your overall goal is to reach the rooftop and confront the Koopa Bros. There are a few items and a new teammate to pick up on the way, so keep your eyes peeled!



★Defeat the koopa and bob-omb in the first room to receive a key, which will let you progress.

★Jump over a hidden ledge on the right side of this cell to receive the Power Bounce badge.



★Defeat the koopas and bob-ombs in this room to release a blue switch which will let you access the basement.

★In the basement, take a left and head into the next room. Defeat the three sets of Koopas to realign the doors and continue going left to snag another key.

★Head back to where you took the stairs down, follow them back up and use the key on the right door.





★Hit the block to release a trap door below your feet, this is the only way to meet Bombette.

★Head back toward the beginning of the fortress and let Bombette blast through the wall to receive a key.

★Now return to the trap switch on the second floor and take the door to the left of the switch.

★When you get to the area with the red switches, use Kooper to activate them. Switch to Bombette next and set her in motion toward the switch, then run across the bridge to the left before she activates it. Repeat this process to make it across the gaps and take the stairs up.

★Hit the blue switch in the next room to lower a staircase; it leads to a wall where you can use Bombette to blast through and snag a key.

★Get the key from the first floor, then take the stairs back up and open the door on your left.

★Hit the blue switch in the next room to raise the staircase that leads to the roof.

★Before going out the door, continue to climb the ramp to locate the Smash Charge badge.

★Once out on the rooftop, make your way through the field of kamikaze bullet bills to reach the end of the walkway and a save point.

★If you have patience, this is a good place to increase your levels since you get three Star Points for every set of bullet bills you encounter. If you start to run low on HP, walk down to the HP box and refill yourself. When you are ready, hop over the cannons and follow the path to reach the Koopa Bros.

Boss: Koopa Bros.





The battle with the Koopa Bros. is actually two small battles back-to-back. The Koopa Bros. are actually more worried about looking cool than fighting, the cowards actually send a mechanical "Bowser" to fight for them! Use a fire flower on "Bowser" for big damage and continue to pummel the monstrosity until it collapses. The Koopa Bros. themselves are relatively weak (only 5 HP), but they pack a wallop! They also form an "armored column"—the only way to damage them individually is to deliver a few blows and knock the amphibious column to the ground. Don't waste your FP early on, save it until the turtles are lying helplessly on their backs, then unleash Mario's Power Bounce and Kooper's Power Shell attacks. If the koopas reform their column, try to reduce the amount of damage that you take from their devastating attack, as they do one point of damage per attacking koopa. Concentrate on one koopa at a time to achieve maximum damage and you will send the Koopa Bros. packing in no time, freeing the first Star Spirit.

★When you take over the role of Princess Peach, check the picture near the fireplace to find the secret switch that leads out of the room.

★Read Bowser's diary, then sit back and watch the cut scenes that follow.

★Once outside and in control of Mario again, blast through the stone wall just outside of the castle, it leads to an area that houses the FP Plus badge!

★If you choose to, on the way back to Toad Town you can stop by Koopa Village and answer another one of Quizmo's questions or visit with Koopa Koot and listen to his requests.

★Head back to Toad Town, but beware. You'll run into Jr. Troopa again. Show him who's boss and continue on your way.

3. Toad Town

Back in Toad Town, take a few minutes to explore, buy items and badges, fight at the dojo and whatever else you feel like doing. When you are ready, head to the south part of town toward the train station.



★Snag a Magic Seed from the bub-ulb near the station and give it to the toad in the Toad Town garden.

★When you reach the train station, use Bombette to move the boulder that's blocking the train.

Chapter 2: The Mystery of Dry Dry Ruins

Mario departs on the train to reach Mt. Rugged, which is the gateway to Dry Dry Desert. The desert is home to many dangers, but you must escape them in order to save the second Star Spirit!

1. Mt. Rugged



After the train stops, head north and begin to scale Mt. Rugged.

★Meet up with Parakarry first.

★Collect all three pieces of mail on Mt. Rugged and bring them back to Parakarry to get him to join your party.



★Now that Parakarry is in your party, explore the rest of the mountain and look for these items: two Star Pieces (one on a ledge on the stage previous to the broken bridge stage and one on a far western ledge near the second letter), the Damage Dodge badge, the Quake Hammer badge and a Magic Seed from a bub-ulb.

★Cross the broken bridge on the ledge just above the third letter to face Buzzar.

Boss: Buzzar



Buzzar is the king of Mt. Rugged; he may not look like much, but he has a few tricks up his feathered sleeve. Fighting Buzzar is totally optional, you may choose to answer his questions truthfully and fight him or lie and go on your merry way. If you choose to fight, your reward will be 15 Star Points. Buzzar has several forms of offense, including a feather attack and a talon attack; he may even attempt to pick you up and drop you from a great height! Parakarry's Shell Shoot works extremely well here, as does Mario's Power Bounce; use 'em if you have the FP. Buzzar has 40 HP, but they can be drained rather easily with these attacks.

★Continue down the mountain to reach Kolorado's outpost. Give him a letter to receive a Star Piece, then head east to the Dry Dry Desert.

2. Dry Dry Desert



Dry Dry Desert is no place for anyone to get lost, especially Mario. The desert is filled with many enemies, so be sure to save your game before you go wandering around. Although you can just go east and reach Dry Dry Outpost, there are some nice items that you may find wandering around the desert. *Note: All of the following directions use Kolorado's camp as the starting point.*

- **Mushroom, Super Shroom and Ultra Shroom—Up 1** (hit the block once, 10 times and 100 times with the hammer respectively)
- **Thunder Rage—Up 2** (there's an invisible block on top of the eastern most rock)
- **Fright Jar—Up 3**
- **Attack FX C Badge—Right 2, Down 3**
- **Fire Flower—Right 2, Up 1**
- **Dry Dry Ruins entrance—Right 2, Up 3**
- **Cyclone Area—Right 3** (leads to an area with a Runaway Pay badge)
- **Nomadimouse—Right 4** (gives you a Star Piece if you have a letter for him)
- **Runaway Pay Badge—Right 4, Up 1** (jump in the center of three trees)
- **Honey Syrup—Right 4, Up 2**
- **Cyclone Area #2—Right 4, Down 2** (leads to Spin Attack badge and Stop Watch)
- **Fire Flow—Right 5, Up 2**
- **Tasty Tonic—Right 5, Down 3**
- **Exit—Right 6**
- **Life Shroom—Right 6, Down 1** (jump on the block in the center of the screen to hit an invisible block)
- **Oasis—Right 6, Down 2** (Lemon, Lime, HP refill, Super Block)
- **Stop Watch/Spin Attack Badge—Right 5, Down 1**

3. Dry Dry Outpost



A haven for the weary desert traveler, Dry Dry Outpost doesn't have much to offer. If you ask around about Dry Dry Ruins, nobody seems to know where the entrance is located ...or do they?

★Head to the very last house in town and give the Sheek a lemon (found in the Oasis). Ask about the ruins.

★Following Sheek's advice, head to the shop and buy a Dried Shroom, then a Dusty Hammer.



★Head back to Sheek's house, walk in through the open door and follow the path outside.



★Jump on the roof and grab the letter for Nomadimouse, then use Parakarry to carry you to the next rooftop to find Moustafa. Moustafa gives you the Pulse Stone, which allows you to enter Dry Dry Ruins.

★Stock up on supplies and head out of town. From the first desert screen, go four screens left and three up to reach the entrance to the ruins.

4. Dry Dry Ruins



A large temple filled with treasures and monsters, Dry Dry Ruins isn't the kind of place you want to hang out in for too long. One of the Star Spirits is imprisoned somewhere inside the ruins and is being guarded by another one of Bowser's evil goons. To reach Tutankoopa, the ruin boss, you must locate three jewels somewhere in the temple.

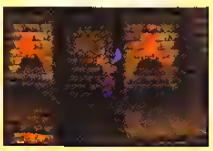
★ In the second room, grab the Spike Shield badge from the second coffin, then take the bottom route into the next room.

★Grab the key and use it on the door in the previous room. This room contains a switch which will drain the sand on the floor into the room below, allowing you to access the door.

★Go up the stairs, use Parakarry to carry you across the ledge, then switch to Bombette and have her blow up the wall. This area leads to another room with a switch that drains sand.

★Head back into the previous room and go into the room below you to snag a key.

★Go back into the previous room and go all the way to the bottom. Look for a locked door on the left.



★Continue on through the next room, then out the locked door to a ledge. Use Parakarry again.

★The next room contains the Super Hammer. Hit the switches in this order to align the stairs and reach it: middle, top right, then left.

★Head back into the previous room and use Bombette near a crack in the wall near the bottom left corner.

★Fall into the next room and power up one of your characters with the Super Block, then turn Bombette loose again on the left wall.



★You will find the first jewel here. Grab it, then head back into the previous room and take the exit to the right.

★Stop and look at the map in the hallway; the pink dots show you where the other two jewels are. The green dot is where the Super Hammer was.

★Retrace your steps by checking the map and locate the room at the upper right that contains another jewel. Using the Super Hammer you will now be able to snag it.

★On your way back to the aforementioned room, stop in the room with the three open coffins and moveable staircase. Hit the switch to reset the stairs and break the stone block to get an artifact for Kolorado.

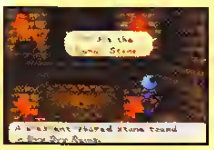


★Take the bottom right exit in the next room to grab the second jewel.

★Go back into the room where you found the artifact and take the west exit into the next room.

★Take the bottom right exit in this room and follow the hall to reach a locked room. Enter this room.

★Hit the switch in the room, exit, then take the bottom right exit in the previous room.



★Follow the path to reach the final jewel, then take the path back to the hallway where the Stone Chomp statues were all lined up. Place the jewels in this order from left to right: pyramid, diamond, moon. This will open the path to Tutankoopa's lair. Don't forget to save your game!

To the Boss ➡

Nintendo 64 strategy

Boss: Tutankoopa





Parakarry is a necessary character here, as the rest of your party (save Goombario) won't be able to do enough damage to Tutankoopa to significantly contribute to the battle After Tutankoopa takes a few hits from your party, he will call his pet chain chomp into the battle While you are busy attacking the chain chomp with your hammer, have Parakarry use his Shell Shot attack on Tutankoopa Tutankoopa will attack every round by tossing a buzzy beetle's shell down on you or by using magic to drop rocks down from above Have Marion concentrate on the chain chomp until it is defeated, then tag-team Tutankoopa He has around 30 HP, so by the time Parakarry has softened him up with his attacks, Tutankoopa should be toast within a couple of rounds

★ After Tutankoopa is defeated, you will rescue the second Star Spirit and finish Chapter 2 Sit back and watch the cut scenes

★ You will take control of Peach again Make your way out of the room again via secret passage and head for the library which is in the bottom left corner of the circular main room

★ Grab the Power Rush Badge, then head back into the previous room.

★ Avoid the guards and run toward the storeroom, which is just across the hall opposite the door you came out of Grab the Deep Focus badge in the storeroom, then drop the badges into the treasure chest so Mario can pick them up later

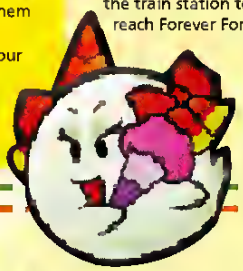
★ Head back to the library and past the spot where you picked up the badge When the coast is clear, run to your left and eavesdrop on the koopas' conversation about Tubba Blubba until you get caught

★ When you regain control of Mario, head back to Kolorado's camp and give him the artifact you found in the ruins. Next, head back across Mt Rugged and take the train back to Toad Town—but don't forget to break the stone block and power up one of your characters with the Super Block near the beginning of the mountain

5. Toad Town

There are many things for you to do in Toad Town Be sure to stop by Merluvlee's house (to pick up the badges in the chest), the flower garden (for a drop of magic seed), the dojo (if you choose to fight), the post office and any other place you feel like going

★ Stock up on items, then head for the east exit out of town near the train station to reach Forever Forest



Chapter 3: The "Invincible" Tubba Blubba

Mario sets off into Forever Forest on the trail of Tubba Blubba Tubba is guarding one of the Star Spirits in the distant land of Gusty Gulch, unfortunately, Mario doesn't quite know how to get there He is on his way through the forest to meet up with a certain ghost who may be able to help out with Tubba's location.

1. Forever Forest



The forest is even more of a maze than Dry Dry Desert! If you take the wrong path you will end up going in circles and getting lost. Follow these directions to make it through safely

★ Take the exit near the cackling grass in the first area

★ Look for the exit near a hollow tree stump containing glowing red eyes (listen for the cackle again).

★ The next exit is near a group of four flowers that rotate very slowly.

★ Examine each exit in the next area and watch for the tree behind you to make an evil face when your back is turned, that's the correct exit. Don't forget the magic seed in the center of this area!

★ Look for a LARGE group of mushrooms next, if you examine them and they put on an extended light show, that's the exit you want to take. Before you take the exit, though, check out another part of the forest by taking the exit directly across from the large mushroom patch exit In this next small patch of forest you will find a valuable HP Plus badge After you grab the badge, head back to the previous area and take the exit with the large mushroom patch

★ Look for the next exit near a group of flowers that don't shrink when you examine them.

★ This next area leads to Boo's Mansion (just look for the sign), but you should examine the rocks near the other exits first One of them will respond to your touch, take this exit first to find another FP Plus badge in the center of the next area

2. Boo's Mansion



Boo's Mansion sure is a creepy place for Mario to find help A certain female ghost is waiting for you inside the mansion with important information about the Star Spirit that Tubba is guarding. The only way to get to her is by reaching the third floor of the mansion alive The mansion is rather large and although you may explore many of the rooms right off the bat, you'll have an easier time if you do it in the order we've described here

★ Go to the second floor and take the right door

★ Examine the center cabinet on the left wall and get the record from the boos.

★ Exit the room and take the left door on the second floor.

★ Use the record on the phonograph in this room While the boo is distracted, run over to his treasure chest and open it to collect a large weight

★ Exit that room and head down to the first floor Jump off the sofa, then grab the chandelier and attach the weight to it

★ Take the secret door that appeared behind the bookcase next

★ In the next room, take the stairs down to the basement, then go through the door that faces south to another room

★ Take the one-way door near the right wall to another room.

★ Open the treasure chest and play with the boos again to score the Super Boots. Use the Spin Jump on the crates in the room for some Maple Syrup, then do the same to the center of the floor to drop into a room.

★ In the next room, trigger all three switches to activate the stairs and forget about buying anything for now (since the boo won't sell anything anyway) Take the stairs up—stopping to grab the Mushroom in the crates—then retrace your steps back out to the mansion's main foyer

★ Next, take the right door on the first floor

★ Grab the two apples in the crates in the room, then bust through the floor back down to the basement

★ As soon as you land on the bookshelf, switch to Parakarry. Walk toward the extreme right of the bookshelf and have him fly you across to the other side to reach Boos' Portrait Fly back to the other side, then jump off the bookshelf to your left and aim for the stacked crates. Use your Spin Jump to earn a Star Piece from the bottom crate, then head for the top right corner of the room If you miss either of these items, look for a crack near the left wall where Bombette can blast through Next, return to the second floor of the main foyer.

★ Go down to the end of the hallway and examine the blank picture on the wall to gain access to the third floor



★ Take either door to meet Lady Bow. You have no choice but to accept her offer in order to free the Star Spirit.

★ Stock up on items in the mansion if you need to, then head for the door

★ Head east once you are outside of the castle to reach Gusty Gulch

3. Gusty Gulch





Gusty Gulch is home to a bunch of boos who are being gobbled up by Tubba There isn't much you can do for the ghosts right now, so keep on trucking until you reach Tubba's castle But wait—now that you have the Spin Jump, you are able to shake the ground in certain spots to unearth Star Pieces!

★ Eventually you will come to a point where Tubba shows up and devours a poor boo right in front of your eyes Even though it's tough, you must continue on.

★ On the way to the castle you will find the following items a Dizzy Dial, some Repel Gel, a Letter, a Super Shroom and a Star Piece behind a rock near Tubba's castle Collect them all, then save your game and head inside the castle

4. Tubba Blubba's Castle



Tubba's castle is about the same size as Dry Dry Ruins, so expect to spend a little time here and do a bit of backtracking. Your goal is to find out what Tubba's weakness is. Maybe there's something here to get into that locked windmill in Gusty Gulch.

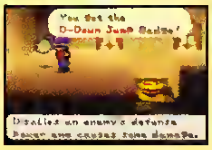
★ Take the left door in the main room to a long hallway. Skip the first door along the north wall (while sneaking past the clubbas that hang out here) and follow the hallway until you reach the second door. Go through the door and grab the Star Piece, then head back out and take a left to reach a room with a large table in the center. Now use the door on the north wall to reach a stairwell.

★ Take the stairs down and Spin Jump through the floor to reach a small room with a key. Grab the key and exit the room.

★ Power up another one of your characters in this next stairwell, then take the stairs up and head back to the main entrance.

★ Enter the locked door on your right and follow the path along to reach the second floor.

★ Eventually you'll come to a hallway with a clubba napping near the north wall. Have Bombette break through the wall to reach a small room.



★ Break through the hole on the left, then break through the right hole just opposite that one. Fall through the hall and use Parakarry to reach the D-Down Jump badge.

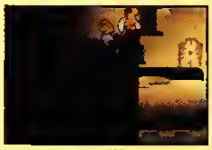
★ Return to the room above and go out into the hallway again.

★ Take the next door you see along the north wall. Inside the room, use Bow to avoid getting skewered by the spikes, then grab the key that's inside the chest. Retreat back to the hallway.

★ Take the door to the left and you will be back in the room with the large table and Star Piece.

★ Hop down, grab the Star Piece and use the trampoline to make it back to the second floor.

★ Once you are back in this room, push the clock out of the way to reveal a secret door.



★ In the room behind the secret door, open one of the drawers in the dresser and use it along with Parakarry to make it onto the bed. Jump at the bottom left corner of the bed to reach a couple of bookshelves, then follow the path along the wall to find a Mega Rush Badge.

★ Head back into the room with the large table and take the west (locked) exit out.

★ Follow the stairs up and into the next room where you run into Tubba. Use Bow's invisibility to avoid him and look for the door at the end of the hallway on the north wall.

★ Once in the room, tiptoe through the clubbys to snag the key, then head back out into the hallway and take the locked door on your right.



★ Eventually you'll reach a room with a treasure chest. Tubba comes in to take a rest... but that won't stop you from opening the chest. Too bad the key inside has a mind of its own, it decides to wake Tubba and inform him of your plan!

★ Get back to the front door before Tubba squashes you like a bug and eats Bow for a midnight snack.

★ Save your game once you are outside and run like a madman for the Windmill in Gusty Gulch.

★ Open the door with the key that you stole from Tubba's castle and head inside.

5. Windy Mill

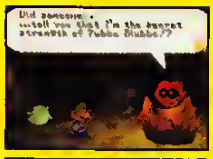
Windy Mill is the home to Tubba's best-kept secret: his weakness! You must locate Tubba's weakness if you ever hope to defeat him.

★ Spin Jump through the boards covering the well and fall down to the cavern below.

★ Fight your way through the cavern—making sure Bow is in your party—and continue on to reach a room where you will encounter Tubba's heart.



Boss: Tubba's Heart





To beat Tubba, you must defeat his heart, which is controlling his body. After one round, it will gather strength and begin to glow. This is the signal for you to employ Bow's Outta Sight ability, which turns Mario invisible. When the heart gets a chance to attack again, it will release a flurry of red blood cells which do a massive amount of damage (12 HP). Since you are invisible, the attack passes right through you! When you become visible again, use your strongest jump attack against Tubba's heart. Occasionally, Tubba's heart will jump out of its bed and perform a physical attack on you. When this happens, retaliate with both Mario's and Bow's strongest attacks. Repeat this process until you have inflicted about 50 HP of damage against Tubba's heart, it will then run away and rejoin with Tubba's body. Chase the heart back outside and wait for it to reunite with him, then attack!

Boss: Tubba Blubba





Tubba is actually a big pushover. Now that his heart has been weakened, he won't be able to take very much punishment. He only has about 10 HP, so use whichever method you like best to defeat him. After Tubba is defeated, he reluctantly gives up all the boos that he has made snacks out of—and Bow lives up to her side of the bargain by handing over the third Star Spirit.

★ You are back in control of Peach now. Sneak out through the secret passage and eavesdrop on Bowser.

★ When Bowser asks you what kind of things Mario hates, answer with the following: Mushroom, Thunder Rage, Super Soda. Bowser will set these things up in the next level for Mario to collect.



★ You will now be in control of Mario again. Head back toward Toad Town via Forever Forest and you will run into Jr. Troopa once more. He has gained more strength, more HP and even the ability to fly, so be cautious! Mario's D-Down Jump and Parakarry's Shell Shot attacks work wonders here, so use them as often as possible. When you have done about 40 HP of damage, Jr. Troopa will run off once again.

6. Toad Town

Toad Town is being overrun by shyguys! They are stealing items from people all over town and it's up to you to get them back. Rumor has it that the shyguys are in possession of a little bit more than just stolen items. Could they have another Star Spirit?

★ Take care of any business you have in the area (buying badges, items, visiting friends, dropping off Magic Seeds, delivering letters, etc.) then take the road to the west near Tayce T.'s house.

★ If you need to raise your levels, try hopping into the Toad Town Tunnels (the entrance is near the end of the street) and fight some dark koopas. Be sure to equip the Feeling Fine badge if you have one before entering!

★ You'll meet Twink in the next part of town; he'll tell you about Shy Guy's Toy Box.



★ Head to the abandoned house at the end of the street just before the Toad Town port and use Bow to turn invisible. Eventually a shyguy will come in and inadvertently show you where the secret door to the Toy Box is.

Chapter 4: Trials in the Toy Box

The innocent-looking shyguys are holding another Star Spirit captive in the Toy Box. To free the Spirit you must brave the dangers of the Toy Box and accomplish several side quests to boot.

1. Shyguy's Toy Box



Shyguy's Toy Box is actually a neat level. Mario and his crew are shrunk down to miniature toy-sized paper dolls and sucked into the Toy Box. To progress, you must find certain items that the shyguys have stolen and return them to their rightful owners in Toad Town. In return, Toad Town members will grant you access to specific items that will allow you to continue exploring in the Toy Box.

★ From the entrance, take the door on the left and follow the hallway down.

★ Fight Anti Guy in the hallway for a Power Plus badge (Lullaby works well here) and continue on down the hall to reach a large room.

★ Fight the shyguys in this room to score some items—including Rowf's calculator and some cake mix which you will need later.

★ Return to the starting point and take the right hallway next.

★ Look for a Star Piece behind the gold box in the hallway, then nother on top of the roof of the second blue building (use Parakarry to reach it).



★ Look for a treasure chest on the far side of the room. The chest contains the Storeroom Key that was stolen from Harry's Shop.

★ Return the Storeroom Key and gain access to the Storeroom as a favor for returning the key. Grab the Toy Train from inside.

★ Return to the Toy Box and toss the toy train into the Toy Box.

★ Stomp on the pink button near the train station, then hop on the train.

★ Open the treasure chest to the right of the pink station to snag the missing Mailbag, then take the door on the west wall to a long hallway.

★ Grab the Defend Plus badge from the treasure chest at the top-left corner of the hallway.

★ Stand by the right side of the revolving door and wait for a shyguy to come out. When the door opens, run in the right side and continue moving east down the hallway.

★ Snag the Ice Power badge from the chest just past the glass-encased walkway.

★ When you reach the end of the hallway, pick up Tayce T's Frying Pan and a Thunder Rage.

★ Return to Toad Town and present Tayce T with her Frying Pan. Take the cake that she bakes for you; you will need it later.

★ Return the Mailbag to the post office to snag a Star Piece.

★ Head back to the Toy Box and take the train to the pink station again.

★ Take the left door near the pink station and head down the hallway.

★ Meet Gourmet Guy at the end of the hallway and give him the cake that Tayce T made in order to pass to the other side. Don't forget the Cookbook!

★ Follow the hallway back along the opposite side to reach the pink station.

★ Pull the pink lever near the station; this will allow you to reach the green station.

★ Make your way back around to the pink station.

★ Hit the green button and take the train to the green station.

★ Take the only exit you can out of the room (east door).

★ Make your way along the treadmills (using Bow to turn transparent so you can get through the gate) and fight the group of shyguys to get the Mystery Note.

★ Continue down the hallway past the slot machine, then onto the moving blocks. Use Parakarry to make your way across and grab the dictionary.

★ Leave the Toy Box once again and head to Russ T's house in Toad Town.

★ Have Russ T decipher the Mysterious Note, then head back into the Toy Box one more time.

★ Make your way back to the green station and hit the blocks in this order: yellow, green, red, blue.



★ Hop the train to the red station next.

★ Save your game, then head for the left tunnel first.

★ Upgrade one of your characters with the Super Block, then continue down the hall and into a dark room to meet Big Lantern Guy.

Boss: Big Lantern Guy

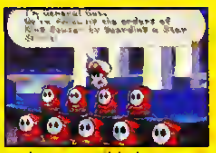
Big Lantern Guy hates the light; he wants you to join him in eternal darkness! Have a party member hit the lantern to light up the room, then use your strongest attacks while the lights are on. Big Lantern can't be targeted in the dark, so you must repeat this process over and over to wipe out his HP, which starts at around 40. Since there is a HP refill box near the red station, don't worry about using up your FPs early. Watch out for the lantern attack, try your best to defend yourself and have Mario constantly attack Guy while your partner attacks the lantern.



★ Once the battle is over, smash the lantern to release Watt, then head back to the red station and take the right exit from there.

★ Follow the path all the way down into the last room (picking up any items on the way) to meet with General Guy.

Boss: General Guy



General Guy does what any smart general would do: let his troops fight the battle for him first. You have to deal with a whole slew of shyguys before you can face the General himself. Take out both sets of shyguys with a simple hammer shot or two—and try to avoid as many of their attacks as possible by pressing the A button repeatedly. When the shyguy infantry has been defeated, El General shows himself... but he calls two stilt guys in for backup. Each stilt guy has 7 HP, so attack them first. If you find yourself getting low on HP, use a Super Mushroom or two. When the stilt guys are defeated, the General calls in the secondary forces: shy stacks. The shy stacks have 10 HP each, so its best to double up on one at a time in order to save yourself some HP. When the shy stacks are defeated, you will face the General himself. General Guy will rely a lot on his vehicle—and the light bulb that is attached to it can cause major damage, so target the bulb first. General Guy has around 30 HP, once his vehicle is decommissioned, though, he's pretty much a pushover. To hit him, you need attacks that will penetrate the armor of his vehicle such as a hammer attack or Bombette's Bomb attack.



★ Once General Guy is defeated, you will free another Star Spirit.

★ Once again you will take over as Peach.

★ When you reach the main hall, take the southeast door to reach the dining hall. Talk to Gourmet Guy and he'll give you the key that opens the southern door in the main hall. Go there now to reach the first floor.

★ Take the door along the east wall first to find a Last Stand badge, which you can put in the trunk on the second floor so Mario can pick it up later.

★ Head out of the room and take the door just to your left to reach the kitchen. Follow Twink's instructions to make a cake, then feed it to Gourmet Guy to learn about Lavalava Island.

2. Toad Town

★ Take control of Mario again and stock up on any needed supplies, then head over to the Toad Town port and talk to Kolorado near the water.

★ Walk out onto the pier, stand on the back of the whale and perform a Spin Jump to get the whale's attention.

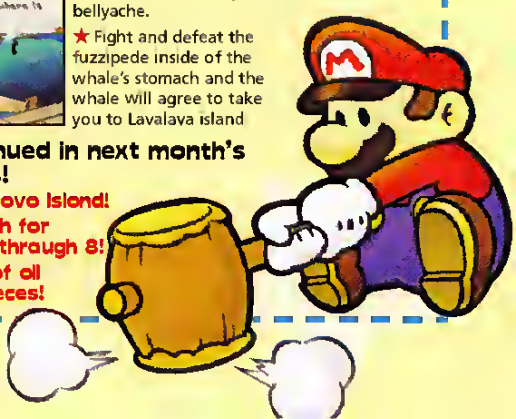
★ The whale can help you get to Lavalava Island, but only if you journey inside of his belly and get rid of his bellyache.



★ Fight and defeat the fuzzipede inside of the whale's stomach and the whale will agree to take you to Lavalava Island.

To be continued in next month's Tips & Tricks!

- On to Lavalava Island!
- Walkthrough for Chapters 5 through 8!
- Locations of all 160 Star Pieces!



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Metal Slug X

by Pat Reynolds



Originally released in arcades and at home on the Neo•Geo game system, the *Metal Slug* series continues the legacy started in such classic games as *Contra* and *Ikari Warriors*. Although the original *Metal Slug* was released for the PlayStation in Japan, *Metal Slug X* is the first game in the series available for this system in the U.S. The game is an upgraded version of *Metal Slug 2*, with some new enemies, bosses and weapons. Since *Metal Slug X* is a straightforward action game, there's no need for a walkthrough. This guide will help you uncover all of the hidden bonus points and P.O.W.s throughout the game.

WEAPONS

Weapons appear throughout your adventure in one of three ways. You'll get them from freed P.O.W.s, which is the most common method, or they'll appear after defeating some enemies. They also sometimes appear on the ground (usually during boss battles). Each of these weapons has limited ammo, but you can increase the ammo count by picking up multiples of the same weapon type or finding ammo items. You cannot carry more than one weapon at a time (except for knife/kick and grenades, which you always have).

Knife/Kick

You'll automatically attack with your combat knife or boot when standing directly beside the target. This is very useful for untying P.O.W.s without wasting special weapon ammo.



Pistol (Ammo: unlimited)

The standard sidearm is useful for fighting off infantry, but more powerful weaponry is recommended for the bosses and other large vehicles.



Bombs (Ammo: 10)

You'll automatically have a supply of 10 bombs with each life, and you can increase this number by picking up bomb items. Often overlooked, bombs can be your best resource when used wisely. They can be arced over obstacles to hit entrenched enemies...and they "fall through" floors and other barriers to hit enemies below you. Don't worry too much about conserving bombs, either; they refill each time you lose a life.



Fire Bombs (Ammo: 10)

This lets you upgrade standard bombs to fire bombs, which cause an area effect blast that can hit multiple targets over a wide space. Note that obtaining the fire bombs adds 10 to your total bomb supply, and converts all of your bombs to fire bombs until they run out or you lose a life.



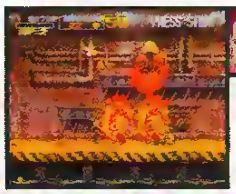
Heavy Machine Gun (Ammo: 200)

The most common special weapon; you'll get one of these every time you continue, and they seem to appear with much greater frequency than the other weapons in the game. A useful weapon, it fires a stream of high-powered bullets (similar to the guns on the vehicles) that can cut through infantry and smaller vehicles like a hot knife through butter.



Laser (Ammo: 200)

A powerful laser that cuts across the screen and inflicts high damage on targets. It does not penetrate multiple targets. Also look for the Super Laser in later levels, which is similar to the Laser but with a wider beam and higher damage-dealing ability.



Flame Shot (Ammo: 30)

This short-range fire weapon ignites any enemy it touches and can simultaneously torch groups of enemies.



Shotgun (Ammo: 15)

This is one of the best weapons in the game, despite its short range. The shotgun blasts through multiple enemies instantly, inflicting massive damage. Excellent for taking out large groups of enemies.



Iron Lizard (Ammo: 30)

Fast missiles on wheels that race along the ground. The Iron Lizard is a powerful weapon, but for obvious reasons it's only useful against ground-based enemies on the same plane as you. Luckily, it tends to pop up in situations that lend themselves well to its destructive properties.



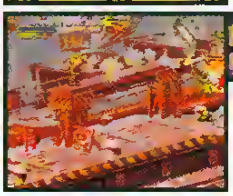
Drop Shot (Ammo: 15)

Fires bouncing balls of destruction. They travel along the ground and are best for clearing out large groups of enemies clustered together.



Rocket Launcher (Ammo: 30)

Slow but powerful, the rockets are ideal when facing heavy armor and bosses.

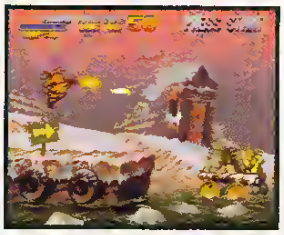


Enemy Chaser (Ammo: 30)

Less powerful but faster than standard rockets, Enemy Chasers "home in" on any onscreen enemy and take them out.

STATUS AILMENTS

Mummified
Getting hit by any of the mummy gas attacks results in this ailment. Mummification causes your character to move slowly, lose any special weapons currently equipped and lose the ability to attack with the knife or kick. Getting hit a second time by the mummification attack will kill the character. Pick up a bottle of elixir to cure this condition.



Big
Picking up too many "food-stuff" items results in this ailment. Your character instantly becomes overweight and slows down. However, any special weapons you are carrying get powered up for the duration of the weight gain as well. How do you cure this ailment? Walk it off, big guy...or grab a diet drink dropped by a P.O.W.!



VEHICLES

Throughout the game, you'll come across a variety of vehicles that can be used to fight through the enemy lines. Vehicles have a number of advantages. They can take multiple hits before being destroyed, they have unlimited heavy machine gun-like weapons and powerful secondary weapons...and they're just plain cool.



SV-001/II "Metal Slug"
This compact tank bears a striking resemblance to the "Bonaparte" tank driven by the main character in Masamune Shirow's manga and anime series *Dominion. Tank Police*. It's slow, but packs a 360° rotating machine gun and a cannon that can arc high-powered shells across the screen.



SV-F07V "Slag Flyer"
Highly maneuverable, the Slag Flyer has a load of missiles, which are great for taking out enemy planes.



SVX-15D "Slagnoid"
This mech-like walker has two machine gun arms which can be destroyed by enemy fire, making it the weakest of the game's vehicles. Once both arms are gone, you'll have to bail out in order to continue the battle. Its cannon fires down, creating a spread-effect fire wall along the ground; great for groups of enemies.



SV-CAMEL "Camel Slug"
The camel is a unique vehicle. While it has the standard rotating machine gun attachment, it has no cannon. Instead, your character throws regular bombs. Also, this vehicle can't be destroyed by enemy fire; it doesn't take hits for you like the others. You'll lose a life if hit while riding the camel, but the camel will stay around and can be re-boarded

MISSION 1



At the very start of the level, fire at the ground under the arrow sign to uncover a point item.



This triple missile launcher is the mid-boss of the first stage. Concentrate on one turret at a time and keep an eye on the missiles it fires. In a two-player game, have one player take out its missiles while the other attacks the turrets. After it's destroyed, fire into the opening in the middle of the rubble to reveal a bunch of point items.



Shoot at this camel to get some more point items. Then fire up into the second-story window of the building in the background to get some more points. Just past the Metal Slug, fire at the window of the building for another point item.



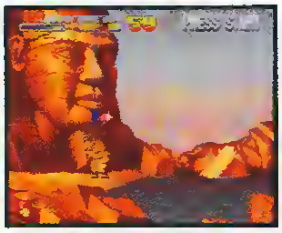




Boss!
The first boss is pretty easy. Avoid the arcing shots and wait for it to rise up on its legs. When it lifts up and reveals its belly turret, take it out quickly and you'll free three hidden P.O.W.s! Stand underneath the boss and fire up to finish it quickly. If you still have the Metal Slug or Camel Slug, you'll make short work of the boss this way. You can also unload all of your bombs while standing under the boss for guaranteed hits.



MISSION 2



Shoot the left eye of the Sphinx to grab a point item. You might want to do this before freeing the P.O.W. and collecting the Laser, so you don't waste ammo.



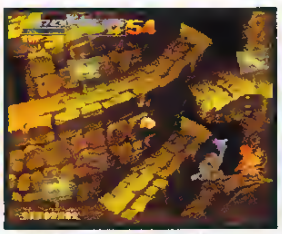
Grab the teddy bear from atop the TNT barrel before you destroy it and you'll earn a cool 5,000 points.



Inside the mines, hang around the miners and they'll unearth some points for you. Also, shoot down the bats and some of them will become items.



After fighting off the first batch of mummies, enter this opening to free a hidden P.O.W. Then, while fighting up the sandy pathway, look for another sphinx in the background and shoot its eye to get a gem.



Hit this corpse and it will hold up a 50,000-point gem! Grab it fast and then get away; the corpse is booby-trapped with dynamite!



Let the mummy dogs mummify this explorer, then destroy him to get another gem, this time with a random point value up to 30,000 points. Just above this area, quickly grab the treasure chest for another big point bonus—but do it fast or the boulder will bury you and the treasure.



Near the end of the level, shoot the statues and the signposts to reveal hidden coins! Also, look for the carving of an eye on the wall and shoot it for a bunch of gems!

Boss!

This fight is easy with the slagnoid. Fire all of your cannon shells into the robotic monster's mouth, then continue to pummel it with machine gun fire. If you lose the slagnoid, just keep jumping and firing downward. Occasional Rocket Launcher icons will appear to help you out. When you see energy collecting in the boss' mouth, get to the far left or right edge; it's about to fire a massive plasma beam!





MISSION 3



There are a few hidden items near the beginning of this stage. First, shoot all of the crates on the ground for some points, then use your knife to slash up the body of the sunbathing soldier to reveal another point item. Fire at the railroad light to free a hidden P.O.W.





Wait for the tank to fully explode after destroying it; it will reveal a Heavy Machine Gun.



Destroy the locks on the livestock cars and grab all of the pigs to get Big. ***Note:*** You can fire up through the roof of the cars to take out enemies with mortars from below. When you reach the train engine, fire into the conductor's station to reveal some more point items.



Destroy the tanks that drop from the mid-boss (which was originally the end boss of Mission 1 in *Metal Slug 2*) before they hit the ground and you'll get weapons.



Just before the boss, you'll get the choice of either a Metal Slug or a Slag Flyer. Either one does the job nicely; I prefer the Slag Flyer because it seems to have an easier time dealing with the enemy fighters you'll have to destroy just before the boss.

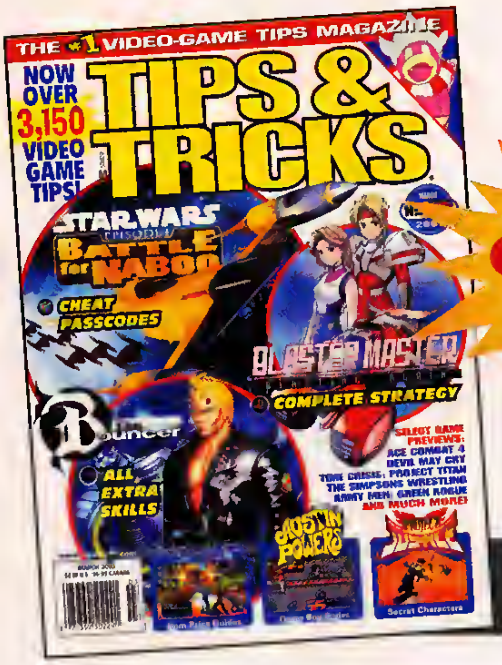


Boss!

This crablike tank has different attacks that it will use if you are riding the Slag Flyer. Unleash all of your remaining missiles and avoid its spread bullet attacks. If you lose your vehicle, try to stay to the left edge and avoid the flamethrower attack. Rumi (the girl with the backpack) and random P.O.W.s will appear occasionally to load you up with Heavy Machine Guns.

DON'T MAKE THE SAME MISTAKE DANIEL MADE.





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MISSION 4



Destroy this truck at the start of the level to reveal a hidden P.O.W. Also, the enemy tanks will give you Heavy Machine Guns if you wait for them to explode after the commander climbs out and runs away



Shoot the building signs to destroy the structures and get food items to become Big.



During the second half of the stage when the UFOs attack, destroy the buildings and walkways to reveal more food items.





Boss!

This massive battleship is loaded with guns, but the only one that you have to worry about is the giant turret that appears near the front. The others fire slow-moving, arcing projectiles that are easy to dodge. Each time the turret fires, the spent shell casing will drop along with the live round. The casings cannot hurt you, so disregard it and concentrate on avoiding the shells. Bombs work great against this boss—target the turret and fire away!

MISSION 5



Destroy the taxi to the left of your starting point to get a Laser. Destroy the vehicles along the street to get items. The HOG trucks will fill you full of foodstuff and make you Big.



Shoot at the street sign just past the Metal Slug to free two hidden P.O.W.s. After destroying all of the enemy helicopters, hang around and a Rocket Launcher will drop out of the sky.



Inside the train tunnel, shoot at the lightposts to release hidden P.O W.s.



Turn the cranks on the boxes throughout the underground installation to release weapons and Slagnoids from the ceiling.



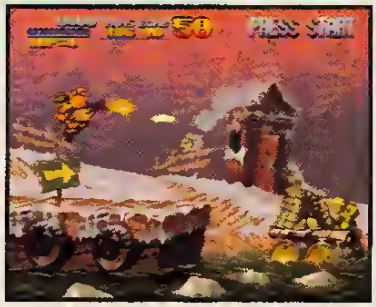
There's another P.O W. in the ceiling in the area of the stairs He'll hand out a rocket launcher, which is very useful for dealing with the tanks up ahead.



Boss!

This boss is pretty easy if you manage to reach it with a Slagnoid and intact machine gun arms. Fire all of your cannon rounds at the submarine and pound it with machine gun fire. Outside of a vehicle, you'll need to avoid its shots while jumping around and firing downward.

FINAL MISSION



You'll find enough food items hidden in the sign to the left of the start point to get Big.



Fire at the fence with the "21" sign to free a hidden P.O.W.



There's another hidden P.O.W. inside the arrow marker just before the warped bridge.



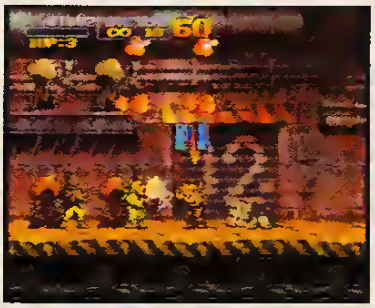
Here's a blast from the past—this machine gunner mid-boss first appeared in the original *Metal Slug* (as the mid-boss of Mission 3). There's a nifty secret after beating him in this game: You can grab his dropped weapon to get a Heavy Machine Gun!



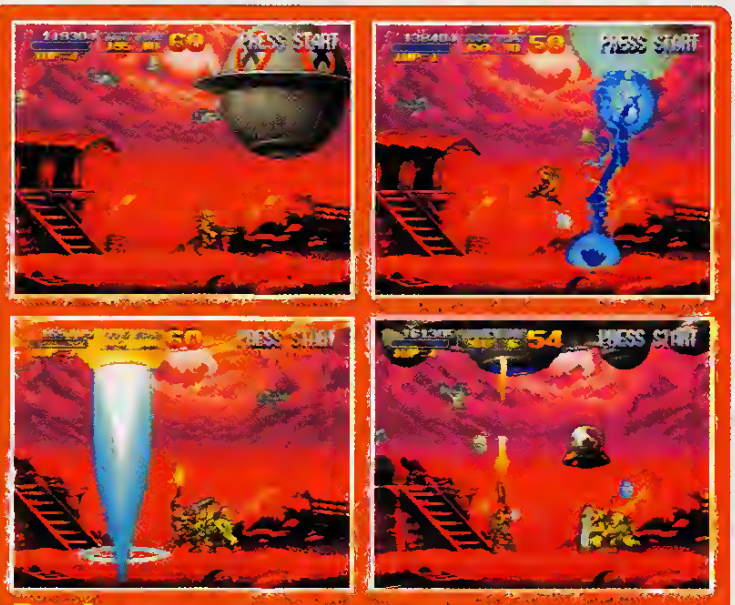
Destroy the control booths attached to the ceiling throughout this area for hidden weapons and items.



You'll face aliens here for the first time (out of their saucers, that is). Although their projectiles home in on you, you can destroy them.



There's a P.O.W. hidden in the ceiling of this area. Fire at the ceiling to release him.



Boss!

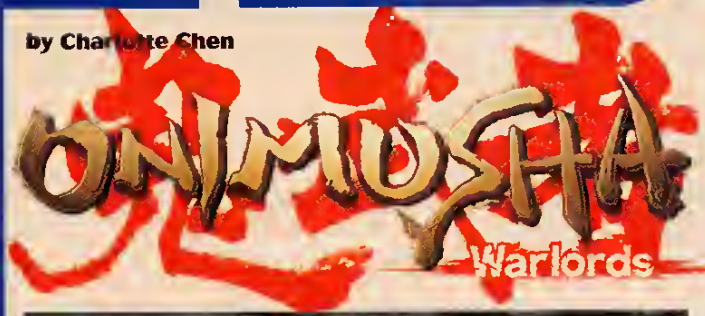
This is it—the final boss. First you'll have to take on a flying orb that releases alien saucers and occasionally fires a laser blast at you. The building to the left can give you the height advantage you'll need to lob bombs at the boss. Keep at it and the main body of the alien ship will appear. Faced with a threat from beyond the stars, the enemy soldiers will now team up with you and fight against the boss. Ignore them and use the same strategies on the mothership, jumping off the building to the left and hitting it with bombs. Stay away from its laser beam when you see it charge up, and take out the saucers as quickly as possible; they are the biggest threat.

BONUS!

After beating the game, you'll unlock an option called "Another Mission" from the main menu. Here you'll find a number of challenging mini-games designed to challenge your platform gaming reflexes. Some of the challenges include negotiating tricky jumps while avoiding enemy grenades and protecting a baby from waves of aliens. Clear enough of these challenges and you'll unlock new ones; see how far you can get!

Onimusha Warlords

by Charlotte Chen





A skull crawling with maggots fills the screen, ominous orchestral music vibrates in the background, then... *smash!* With a crescendo, a horse's hoof smashes it into projectile bone fragments and spraying blood. The camera zooms out to reveal a huge battlefield full of soldiers spearing, stabbing and otherwise mutilating each other in a jaw-dropping demonstration of six-person simultaneous motion capture, an innovation that pushed Capcom over the top to win the "Best of Show" award during last year's Siggraph computer graphics expo (against competition that included *The Matrix*). *Onimusha* is chock-full of CGI goodness, interesting enemies, challenging puzzles and magical weapons. Its engrossing story is based on real Japanese history, with crazy monks, demons and a soul-sucking Ogre gauntlet thrown in for good measure. [Note: This is just a personal aside, but the English voice-acting just doesn't capture the same amount of drama as the Japanese. If you are an English-speaking person who is bothered by such things, you have the option of turning on Japanese voice-acting with English subtitles. Unfortunately, the CGI movies won't have subtitles in this mode, but the regular game and cutscenes will.]

Characters

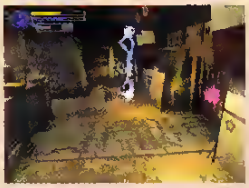
Samanosuke Akechi





If this guy looks familiar, it's because he was modeled after actor Takeshi Kaneshiro...and the resemblance is quite striking. Samanosuke's most important equipment is the gauntlet of the Ogres, which he uses to suck up demon souls (think *Soul Reaver*). He also uses three edged weapons---Raizan (Thunder Sword), Enryuu (Fire Sword), Shippuu (Wind Sword)—plus a bow and a gun.

Magic Attack



Samanosuke can perform an elemental attack depending on the type of orb equipped to his gauntlet, as long as there's enough energy in his magic gauge. If you run low on one type of magic, switch weapons. Even unequipped weapons can regain magic if you suck up some blue souls.

Stabbing Attack

Run up to an enemy that's on the ground and press the Attack button repeatedly. Samanosuke will finish them off with a downward stab through the chest.

Strong Attack

Sometimes Samanosuke will perform a more powerful attack that kills in one hit. This depends on timing your attack so that it's executed a fraction of a second earlier than the enemy's.

Soul Sucking

There are three colors of demon souls: pink, yellow and blue. Yellow increases your health, while blue increases your magic. The pink ones can be saved for item enhancement.

Kaede



A female ninja you control through parts of the game. She can throw Kunai at opponents, pick locks and perform the same melee attacks as Samanosuke, including the Strong Attack and the Stabbing Attack. She cannot use magic, a bow, a gun or suck up demon souls.

Basic Enemies



Katana Ashigaru
A slow-moving skeleton wearing a red hat. Uses swords and bows.



Three-Eyes
An agile blue-suited ninja with three glowing green eyes. They can leap great distances.



Dark Spider
An enhanced Three-Eyes. They can create illusions of themselves and throw projectiles.



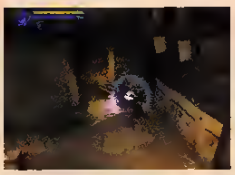
Long Arm
A tall samurai in red armor with long reach.



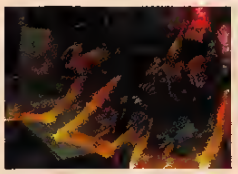
Dark Armor
An enhanced Long Arm, holding a shield.



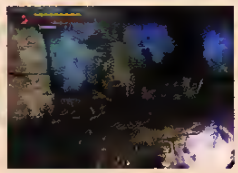
Bazoo
These boar-like demons emerge in flames, sometimes rolling to attack. Also uses machetes



Bala Bazoo
A bull-like demon that uses an axe. Very powerful, but slow.



Sharuka
Ant-like demons that attack with their legs.



Galarn
A collection of floating blue skulls that like to suck up demon souls.

Note: Some Mini-Bosses you encounter become basic enemies after you defeat them.

ENHANCEMENTS



If you collect enough demon souls in your gauntlet, your items can be enhanced at a Magic Mirror. The orbs need to be increased in level if you want to pass through a door with more than one seal; for example, to get through a door with two blue seals, your Thunder Orb needs to be at least Level 2.



1. Herb → Medicine
[Note: Save up your Herbs so you can turn them into Medicines, which are much more useful.]



2. Normal Arrow → Fire Arrow



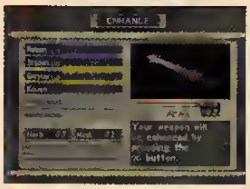
3. Bullets → Burst Bullets



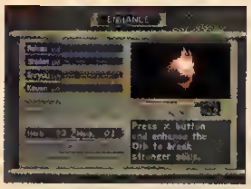
4. Raizan L.1 → Raizan L.2 → Raizan Max



5. Shiden L.1 → Shiden L.2 → Shiden Max



6. Enryuu L.1 → Enryuu L. 2 → Enryuu Max



7. Kouen L. 1 → Kouen L. 2 → Kouen Max



8. Shippuu L.1 → Shippuu L.2 → Shippuu Max



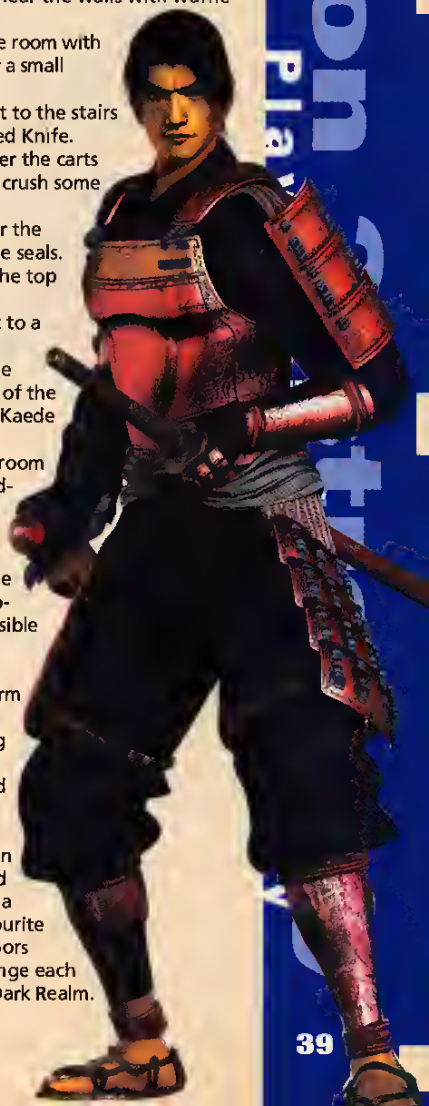
9. Arashi L.1 → Arashi L. 2 → Arashi Max

FLUORITE LIST



Fluorites are glowing blue stones that are scattered throughout the game. They are invisible until you acquire the Vision Staff, so it's easy to bypass them in earlier stages. If you collect all 20 of them, a mini-game will be unlocked when you beat the game. They're also listed in the maps and items section that follows, but this is just a quick reference sheet for those of you who don't want to go through a detailed walkthrough.

1. Underground Temple: In the right corner, opposite the cabinet with the Seiryu.
2. South Area: Under pots in a corner of the hallway you enter after defeating Ozric.
3. Keep: First floor, on a shelf next to the stairs, near the chest with the Herb.
4. Keep: Second floor, under the stairs.
5. Keep: On a desk across from Seiryu Vol. 2.
6. Keep Underground: At the end of a hallway lined with encased Long Arms, next to a door.
7. Keep Underground: Inside an iron maiden, the same room as the trick box.
8. West Area: On the ground near the first turn into the area, near the walls with waffle cone exterior.
9. West Area: In the room with the Silver Plate, near a small statue.
10. West Area: Next to the stairs leading to the Sacred Knife.
11. West Area: Under the carts that you can use to crush some Katana Ashigarus.
12. West Area: Near the door with three blue seals.
13. West Area: At the top of a tower.
14. East Area: Next to a boat
15. East Area: In the room with a Statue of the East. (Accessible by Kaede only.)
16. East Area: In a room you reach with a ladder, next to Genbu Vol. 4. (Accessible by Kaede only.)
17. East Area: In the room with the Decorated Arrow. (Accessible by Kaede only.)
18. 19. 20. Dark Realm: The Bagworm Man (the guy in green cloth hanging upside-down from the ceiling) can send you here after you use the Evil Plate. There are 20 levels in the Dark Realm, and three of them have a chest containing Flourite in it. The specific floors they appear on change each time you enter the Dark Realm.



MAPS AND ITEMS

The following maps show the location of every item, answers to all the puzzles, and strategy info on how to defeat the bosses. Since movement through *Onimusha* is basically linear, there isn't a detailed account of how to maneuver through every single area. Most of the time there is only one path possible, depending on your equipment and level, and the next step is obvious.

NAKAMAGARI



1. Gauntlet of the Ogres
2. Instructions
3. Herb: Pick it up on the floor outside the cave before heading down the hole.





SOUTH AREA



1. MagicJewel: As soon as you exit the Underground Temple, check the grass for a chest with a Magic Jewel. Use it to increase your maximum magic gauge.
2. Code Box: These are scattered throughout the world, usually next to a Magic Mirror. The answers can be decoded if you collect enough documents, but I'll just give you the answers.



Question: Chant the name of a clan that has been subverted by the demons.
Answer: The clan of the Ogres. [The first, third and sixth symbols]
Contents: Power Jewel. Use it to increase your maximum health.
3. South Area Map: Behind a board.
4. Herb: Save the soldier from the Katana Ashigarus
5. Use the Rope Ladder to descend.
6. Medicine: In a chest under a crate.
7. Code Box

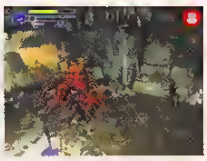


Question: Which is the equipment that was created by the clan of Ogres in order to destroy the demons?
Answer: The gauntlet of the Ogres. [The sixth, first and fourth symbols]
Contents: Power Jewel
8. BOSS: Ozric



It's the creep who carted off the princess in the beginning. Although his attack takes off a tremendous amount of damage when it hits, it's very easy to dodge. Run up to him and strike him with a regular or magic attack, then retreat backwards to avoid the arc of his swing.





During the battle, small bits of his soul will leak out, which you can suck in to replenish your health and magic. Near the end of the battle he'll start to "charge;" that is, he'll walk slowly toward you with his head down. Dodge out of the way and he'll blunder into a wall. Stab him in the back, repeat until dead (the boss, not you). After he dies, suck up his soul to heal yourself.
9. Journal #2
10. Fluorite: Break the clump of vases in the corner and search the area to get Fluorite.
11. Mini-Boss: Reynaldo



A demon performing an autopsy sics his pet Reynaldo on you. Its tentacles can move long distances underground, so fight it in close quarters. If you cut it in half, it will multiply; hit it with a magic attack and it will disintegrate without multiplying. Even if you're out of magic, Reynaldo stops multiplying after the third or fourth form.
12. Fire Orb: On a pedestal in the upper left corner.

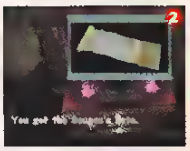




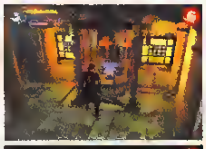
UNDERGROUND TEMPLE



1. Underground Temple Map
2. Sougen's Note



3. Fluorite: In the right corner of the hallway behind the monk.
4. Seiryu Vol. 1
5. Journal #1: In the chest behind the last vase on the left
6. Thunder Orb



7. Rope Ladder: In a small alcove sealed in the first of many trick treasure boxes. These are locked with scrambled numbers that you have to put in numerical order within a set number of moves. Numbers rotate clockwise in increments of four during one move. In this box you get three moves, and can rotate a group of four numbers on the left or the right. Rotate the groups in this sequence: Left, Right, Left. For all subsequent trick boxes, I'll just list the sequences.



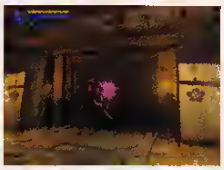


KEEP



Return to the large room in the South Area to the door with the red seal and enter the Keep.

1. Keep Map
2. Normal Arrow
3. Journal #3
4. Herb
5. Fluorite
6. Suzaku Vol. 2
7. Trick Box: Left, Right, Left, Right, Right—Bow
8. Power Jewel: Inside a pail on the second floor. Don't cut the rope holding the pail.
9. You can see two soldiers being attacked below. Kill the demons using your bow (you may need to adjust your angle for the one closer to you) and you can get a Magic Jewel and Herb from below.
10. Normal Arrow
11. Fluorite
12. Normal Arrow
13. Byakko Vol. 2
14. Lever Puzzle
a. Samanosuke: Pull the lever in the cage.
b. Kaede: Pull the right lever
a. Samanosuke: Pull the left lever.
b. Kaede: Pull the left lever.
a. Samanosuke: Pull the right lever.
15. Holy Armor: Pick this up after the traps are deactivated.
16. Candle Puzzle: Light the candles using the Fire Sword.
17. Floor Panel Puzzle: The floor panels are marked with "X," "+" and "0" symbols. When you step on an "X," all the adjacent diagonal panels drop open. If you step on a "+," all the adjacent horizontal and vertical panels drop open. Using Samanosuke and Kaede, maneuver toward the "0" without causing your partner to fall onto spikes. If they fall through it's "game over," so keep an eye out for where they're standing in relation to what panel you're about to step on. The patterns on the floor change periodically, so there's no set way to move through.



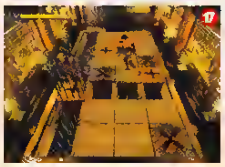






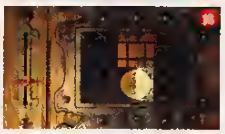






18. Water Prison: Check the wall to find the control board. It's a puzzle made of mixed up metal pieces and two halves of a Saito crest. You need to place the metal pieces of the Saito crest over the image of the crest on the wood underneath. Move the small square pieces down first, then move the right half of the crest over to the center. You should have enough room on the right side to shuffle the pieces from the left over until the left half of the crest can be moved to the center and down. There's a gauge on the left showing how full the water is getting. When it reaches the top, Samanosuke will drown.



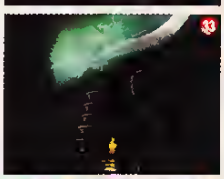


19. Pull tab: Deactivates traps and lowers a staircase.



20. L. Crest Piece
21. Journal #4: Slash the wall covering.
22. Power Jewel
23. R. Crest Piece
24. Red Book: On the corner of the table with all the maps.
25. Use the L. Crest Piece and R. Crest Piece on the door.
26. Fluorite: On a desk opposite the bench holding Seiryu Volume 2.
27. Seiryu Vol. 2
28. Suzaku Vol. 1
29. Normal Arrow
30. Medicine
31. Seiryu Vol. 3
32. Seiryu Vol. 4

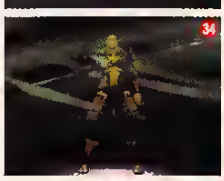




33. BOSS: Marcellus Prototype
This moonlit rooftop battle is one of the most gorgeous in the game. It's also one of the easiest. Start by using magic attacks. You can block all of Marcellus' offensive moves, including the whirlwind attack. If you run low on magic in one weapon, switch to another. When he starts to rush forward with a thrusting attack, hold down R1 and dodge to the side, then attack him from behind.



34. Wind Orb



35. Burst Bullets: In the room where Yumemaru was trapped.
36. Herb: Leave Kaede and Yumemaru and return to the first room of the Keep. Save the soldier.
37. Blue Book: Enhance your Thunder Orb to level 2, then go through the door on the first floor of the Keep with two blue seals. It's through the first door on the left when you enter the Keep.



38. Three Orb Gate: Look at the gate three times with a different sword equipped.
39. Evil Door: Use the Evil Plate on it later.



KEEP UNDERGROUND - PART ONE



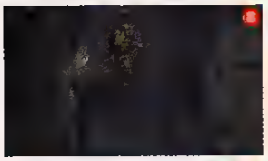
1. **Herb**
2. **Orange Book**
3. **Green Book**
4. **Byakko Vol. 3**
5. **Keep Underground Map**
6. **Rosary of Com.:** This is on a scale tray underwater at first. Go to the other side and slash the rope with your sword; a weight will push down the opposite tray and lift the rosary out of the water.
7. **Purifier Bell:** After you get it out of the chest, large axe pendulums begin swinging. Wait patiently at each axe for a clearing and run through them one at a time.
8. **Screaming Souls Door:** Use the Purifier on the door to disperse the souls.
9. **Herb**
10. **White Book**
11. **Fluorite:** At the end of the hall near a door marked with blue ink.
12. **Fluorite:** Inside the iron maiden.
13. **Byakko #4**
14. **Apocalypse #1**
15. **Trick Box:** Middle, Right, Left—Blue Key. Once you use the Blue Key, a cutscene occurs and control switches over to Kaede.



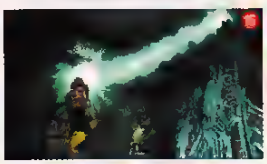












WEST AREA - PART ONE: KAEDE



You get a Red Key automatically while leaving the Keep. Take the key to the door in the South Area marked with red ink. It's by the gap where you descended with a Rope Ladder to fight Ozric.

1. **Herb**
2. **Soul Absorber:** Save the soldier from the Katana Ashigarus.
3. **Kunai**
4. **Code Box**

Question: Which is a mysterious place where the clan of Ogres meet?
Answer: The Chasm of Dimensions. [The fifth, seventh and second symbols]

Contents: Magic Jewel

5. **Gear**
6. **West Area Map**
7. **Herb**
8. **Journal #5**
9. **Suzaku Volume 4**
10. **Trick Shelf:** Insert the gear and pull the string.
11. **Silver Plate**
12. **Fluorite:** Check the statues across from the chest with the Silver Plate.
13. **Byakko #1**
14. **Pull tab:** It opens a gate on the other side of the furnace. Run past the first flame, wait until the middle one dies down, then run all the way across.
15. **Gold Plate**
16. **Herb:** Under a crate near the Gold Plate.
17. Use the Gold Plate and the Silver Plate on the inlays for the iron grille.
18. **Fluorite:** Next to the stairs.
19. **Trick Box:** Middle, Right, Right, Left, Left—Sacred Knife
20. **Kunai**
21. **Genbu Vol. 2**

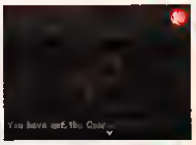




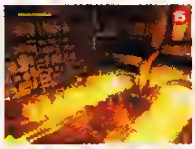


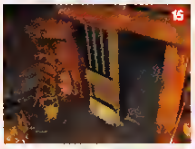


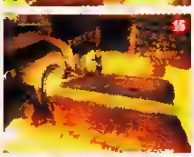




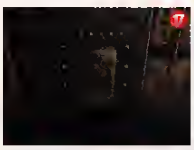




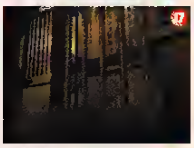
















22. Mini-Boss: Boltimand
This demon has the ability to turn invisible, but you can still see a translucent frame of it. Track where it moves, block, then attack when it reappears. After you defeat it you switch back to Samanosuke in the Keep Underground.





KEEP UNDERGROUND - PART TWO



16. Medicine: In a chest next to the magic mirror.

17. BOSS: False Samanosuke
Star Wars, anyone? Samanosuke is framed by a dark cave, entranced by the sight of a creeping beast hulking out into the open that looks just like him. He's fast, uses the same methods of attack and defense and has a powerful projectile magic attack that will knock you flat. There's an easy, though tedious way to defeat him. Stay in a corner and block his attack until you get a chance to perform a magic attack—preferably whirlwind, since it has the biggest circumference. Bits of blue souls float out periodically, so replenish your magic gauge if needed, then repeat. When he dies, the passage leading further in will clear.

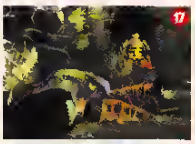


18. Evil Plate: Inside a chest in the hallway behind the boss.

19. Wood Ladder: Inside the large chest that (*thank God!*) was not another trick treasure box.

20. Power Jewel: Lying on the ground near the hole...but only if you cut the rope holding the pail in the Keep. If you already got the Power Jewel out of the pail earlier, it won't be there.

Note: When you use the Wood Ladder to climb out of the well, you'll be in the Keep again. Don't use the Evil Plate yet if there's anything in the Keep you still want to pick up. If you go to the save area on the first floor, the weird man wrapped in green cloth will speak to you.





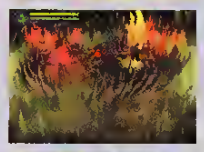




OPTIONAL AREA—BAGWORM MAN TAKES YOU TO THE DARK REALM









The Bagworm Man is a disgusting, possibly half-human/half-demon travesty with the power to send you to the Dark Realm, where you can fight through 20 levels of progressively more difficult enemies. You can speak to him in the Keep or the West Area after you emerge from the Keep Underground. If you survive all 20 floors of the Dark Realm, you can get the Bishamon Ocarina... which you need to get the Bishamon Sword, the most powerful weapon in the game. You must explore this section if you want to collect all the pieces of Fluorite, because three of the pieces are found here. It's also a good place to collect demon souls. The following is a listing of the enemies and items I found on each floor. There may be some slight variations in other games, such as an item being a floor above or below, or some of the enemies being combined differently.

1st—Katana Ashigaru
2nd—Three Eyes
3rd—Katana Ashigaru, Long Arm
4th—Long Arm
5th—Three Eyes, Katana Ashigaru
6th—Bazoo and Fluorite
7th—Sharuka
8th—Bazoo, Galarn
9th—Bazoo, Bala Bazoo and Medicine
10th—Bala Bazoo, Galarn and Fluorite
11th—Reynaldo and Soul Absorber
12th—Reynaldo, Galarn
13th—Sharuka, Reynaldo and Talisman
14th—Boltimand and Herb
15th—Reynaldo, Boltimand and Fluorite
16th—Dark Spider and Herb
17th—Dark Armor
18th—Dark Spider, Boltimand and Herb
19th—Dark Spider, Dark Armor
20th—Bala Bazoo, Boltimand and Bishamon O.

WEST AREA - PART TWO: SAMANOSUKE



23. Burst Bullets: Save the soldier
24. Fluorite: Near a door with three blue seals.
25. Vision Staff
26. Genbu Volume 1
27. Fluorite: In the first corner, near the walls with waffle cone exterior. (Easier to find when you have the Vision Staff.)
28. Medicine
29. Fluorite
30. BOSS: Oowasha
This is the biggest bull-like demon of all. He has several Bala Bazoos surrounding him, so take care of them first by using your whirlwind attack. Don't engage him until you destroy all the Bala Bazoos; that way they won't hinder you during your battle with the big demon, and they'll replenish your health and magic. Oowasha has a very large 360° axe swing that will take off a lot of energy. Try to dodge more often than blocking—and attack him with magic often. Switch weapons if you have to, but hitting him several times in close quarters with the whirlwind attack ought to be enough to do him in.
31. Decorated Sword
32. Bullets
33. Statue Head
34. Matchlock: Use the Statue Head on the headless statue to open the gate.











EAST AREA- PART ONE: SAMANOSUKE



After using the Evil Plate on the door in the Keep, leave and head south. The door that was previously barred earlier will be forcibly broken down by Sharuka attacking a soldier.

1. Use the Decorated Sword to lower the barrier.
2. Lower the bridge by shooting the rope out with an arrow.
3. Bullets
4. Talisman: Behind the wall.
5. Journal #6
6. Bullets





7. Genbu Vol. 3
8. East Area Map
9. Bullets
10. Magic Jewel
11. Power Jewel
12. Fluorite
13. Soul Absorber
14. Trick Box: Bottom Left, Upper Right, Bottom Right, Bottom Left, Bottom Right—Great Armor
15. Code Box
Question: Which is a container that can be used to fill the gauntlet with souls?
Answer: Dragon Orb [The third and sixth symbols]
Contents: Magic Jewel
16. Fluorite
17. Great Bow: After you pick this up, a cutscene occurs and you switch over to Kaede.







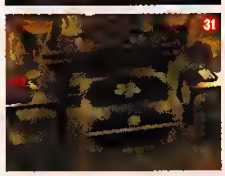
EAST AREA- PART TWO: KAEDE

18. Kunai
19. Fluorite
20. Herb
21. Apocalypse #2
22. Normal Arrow
23. Kunai
24. Fluorite
25. Genbu Vol. 4
26. Suzaku Vol. 3
27. Herb
28. Fluorite
29. Trick Box: Left, Left, Middle, Right, Right, Middle, Middle—Decorated Arrow
30. Great Arrow: Pick it up and replace it with the Decorated Arrow.
31. Green Key: After getting the key from the chest, save your game, then go through the door marked with green ink and take a boat to the building Samanosuke is in. After a cutscene, you'll switch back to him in the midst of a boss battle.









EAST AREA- PART THREE: SAMANOSUKE

32. BOSS: Hecuba









Throughout the fight, Sharuka keep climbing out of the water. Use Whirlwind to knock her low enough to strike her a few times with your sword. Stay back and block without worrying too much about the Sharuka. She will sometimes slay them for you, since her attack is indiscriminate. Also, she screeches, "Die!" right before she attacks you, so it's easy to know when to block. After you defeat her, a cutscene occurs and Samanosuke and Kaede will return to the Keep. It's time to go through the gigantic evil blue door and face the last boss.

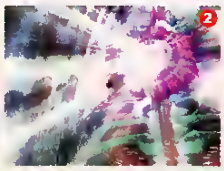
DARK REALM



1. This is the area that the Bagworm Man teleports you to. You can only access it through him.

2. Use the Great Bow to break the seal in front of the evil entrance.

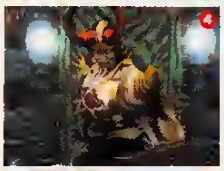


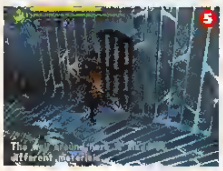


3. Medicine

4. BOSS: Marcellus

This is a more complete version of the boss you fought on the roof of the Keep. It has an unblockable downward slicing attack. There are two stages; the initial onslaught consists of primarily magic attacks and the same forward thrusting motion you saw earlier. After you hit him enough times, he'll switch to fast mode. Attack with magic—switching weapons if you run out of energy—and block. Try to attack him right before his image starts to blur as he prepares to rush you.





5. Use the Bishamon Ocarina at the strange part of the wall.



6. Bishamon Sword

7. Dark Realm Map

8. Medicine

9. Medicine

10. FINAL BOSS: Fortinbras

If you have the Bishamon Sword, all you have to do is slash him repeatedly, making sure he doesn't grab you. Attack his body; when it sustains enough damage, he will lower his head so you can strike him in the eye. However, if you do not have the Bishamon Sword, this is the hardest and most frustrating battle you'll fight. The following lists the attacks that he'll use against you:





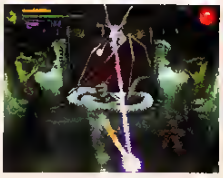




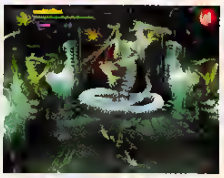
a. Flame: He breathes a column of fire that sweeps back and forth across the whole room. You can avoid this if you move all the way back and stay in a corner, moving from side to side if the fire starts to sweep towards you. You can see flames start growing in his mouth a few seconds before he shoots.



b. Thunder: Large pink balls float overhead and shoot electricity downwards. There's a brief lag between the balls floating and executing their attack, so check to see where the pink dots appear on the floor and get out of the way.



c. Laser: A long laser beam shoots out of his eye, which you cannot block. Hold down R1 and dodge from one side of the room to the other until he stops. You can tell if he's about to shoot a laser because blue and yellow electricity will play around his head.



d. Grab: If he grabs you, you're going to die. Don't stay too close to him.



e. Thunder/Laser or Thunder/Grab: These attacks are sometimes combined. After finding a safe spot on the ground from the thunder, dodge left or right to avoid his follow-up attack. Stay on the defensive and dodge his attacks as much as you can. When you see an opening, rush forward and slash him, or hit him with magic until he lowers his head and you can hit him in the eye. I don't recommend using the bow or matchlock, since they're too weak and you can't block when they're equipped. After you hit him in the eye about a dozen times, he'll finally succumb.

SPECIAL FEATURES

Capcom specifically asked us not to reveal the top-secret features which are unlocked after you beat the game...but since a number of less-scrupulous gaming news sources have already leaked the information, we figured there was no harm in a little "sneak peek":



Special Trailer

This is a grainy, black-and-white film that's actually a teaser for a future Capcom game.



Samanosuke Extra

You'll have the option of choosing Normal or Extra when you start a new game. If you choose Extra, Samanosuke will wear a very unusual costume throughout the game, even in the cutscenes. Also, the gauntlet of the Ogres in this mode looks like a flower.



Oni Spirits

This mini-game will be unlocked if you beat the game with all 20 pieces of Fluorite collected.

PlayStation 2 strategy

SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks, these are our favorites!

Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

MARIO ADVANCE

Nintendo • Summer • 1 Player











If you thought the release of the PlayStation 2 had people degenerating into wild animals last fall, wait until the Game Boy Advance launches this summer! Odds are that by the time you read this, the Game Boy Advance will be in the lucky hands of some folks who stood in line for the March 21st launch date in Japan. We're betting that the Game Boy Advance will have all the bigwigs scratching their heads again saying, "How can these little Nintendo handhelds keep outselling our newfangled 3-D game consoles?" The fact is, along with the portability of a handheld, people like to turn on a switch and just start playing, no eject buttons, reset buttons, discs, wires, memory cards, etc. So here they are: our first screens of *Mario Advance*, the flagship title for the release of Game Boy Advance. (The name is temporary and may be changed before release.) The game seems to be heavily based on *Super Mario Bros. 2* which was released on the Nintendo Entertainment System back in 1988. The graphics are *very* close to the updated version of *Super Mario Bros. 2* that appeared on the 1993 Super NES four-in-one *Super Mario All-Stars* game pak. There will be four selectable characters in *Mario Advance*: Mario, Luigi, Peach and Toad. Each character has strengths and weaknesses with Mario being the well-rounded choice. Almost anything in the game can be picked up and thrown, including the enemies! The multiplayer option is probably the highlight of *Mario Advance*. Four Game Boy Advances can be linked up to do battle in the classic *Mario Brothers* arena. It's survival of the wiliest as players try to throw each other into danger! Nintendo expects to release the Game Boy Advance in June along with a ton of launch titles. We hope there are enough units to go around!

TOKYO XTREME RACER ZERO

Crave • 2nd Quarter • 1-2 Players



The popular law-breaking racing game jumps from the Dreamcast to the PlayStation 2. *Tokyo Xtreme Racer Zero* sticks to the same formula of *Tokyo Xtreme Racer* and *Tokyo Xtreme Racer 2*. Speed around Shuto Expressway and harass other thrill-seekers into racing you for money. The cars are all based on actual models, but with fake names so the developers could avoid licensing costs. The gameplay is absolutely unchanged from the rest of the *Tokyo Xtreme Racer* series, but the graphics have definitely gone through a major upgrade for the PlayStation 2. The replays are especially cool to watch as buildings, street lights and tunnel signs gleam off the polished exteriors of the cars. A special DVD is planned to be included that features a documentary about the real-life Japanese illegal street racers that the game is based on (see *Japan Report*, October). With over 400 rivals, 150 unlockable cars, 110 different wheels and over 70 different part upgrades, auto fans will get plenty of mileage out of this sleek new title.







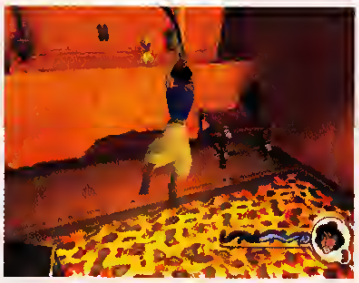




DISNEY'S ALADDIN IN NASIRA'S REVENGE

Sony • Available Now • 1 Player

After the 1992 Disney classic—and two straight-to-video sequels—the PlayStation continues the exploits of Disney's beloved Aladdin. In *Nasira's Revenge*, Nasira is plotting to bring her evil brother, Jafar, back from the Netherworld so he can rule the world of Agrabah. She has secured a sacred artifact that can bring people back from the dead and only Aladdin can get between her and her diabolical deed. Joined by his friends—Abu the monkey and Jasmine the princess—Aladdin sets out to find Nasira and try to save the magical land of Agrabah. With a little help from his giant blue genie friend, Aladdin must outsmart Nasira's guards and solve the various obstacles placed before him. Aladdin is equipped with his trusty broadsword and can also throw apples to stun his opponents. In true Aladdin style, he prefers traveling by jumping on rooftops and canopies rather than just being a common pedestrian. *Disney's Aladdin in Nasira's Revenge* is not only fun for those who like *Aladdin*, but it's also a solid platform action game in its own right.









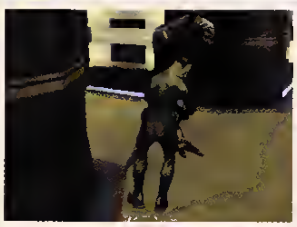


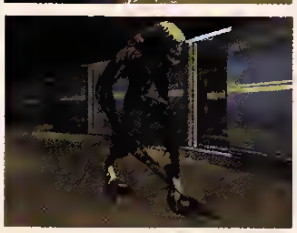
RUN LIKE HELL

Interplay • 4th Quarter • 1 Player

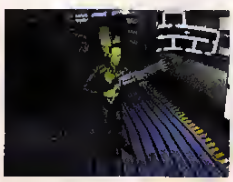
Run Like Hell is a horror action game that may need diapers included in the packaging. Interplay is calling it the scariest and most disturbing game ever to hit a console. The premise of the game is inspired by the *Alien* movie series where humans get mauled by calculating, predatory creatures from outer space. You take on the role of Nick, an exiled soldier toiling away at a deep-space mining colony. One day he returns from a surveillance mission and finds the whole colony massacred by a horde of aliens. Nick must survive this harrowing ordeal and single-handedly save humanity by exterminating the whole alien race! Like the title implies, *Run Like Hell* isn't all about pumping lead into everything that comes out of the shadows, sometimes you just have to, well... run. Different situations will call for different solutions, forcing the player to make some carefully planned decisions along the way. In keeping with the sci-fi horror spirit, the game's voice actors include Lance Henriksen (*Aliens*, *Millennium*), Kate Mulgrew (*Star Trek Voyager*) and other Hollywood familiars. There are seven chapters in *Run Like Hell*, each representing a 24-hour day in Nick's hellish life. An entire week with the aliens can do wonders!

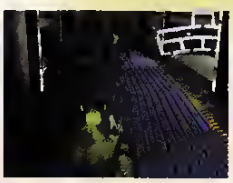








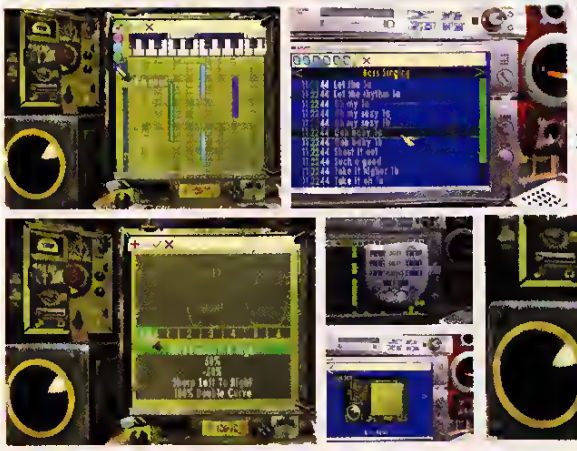






MTV MUSIC GENERATOR 2

Codemasters • May • 1 Player



MTV Music Generator for the PlayStation is one of those hidden gems; if you are any kind of music fan at all, you know that it's an astonishing piece of software. The follow-up, *MTV Music Generator 2*, takes the original song-crafting tools and charges it up with more power by using everything the PlayStation 2 has to offer. As you know, *MTV Music Generator 2* is more of a music program than it is a game, but it is put together in such a way that almost anybody with a sense of groove can compose a catchy tune. The first *MTV Music Generator* was very versatile, but it's little more than a novelty when compared to the sequel. *MTV Music Generator 2* is practically a state-of-the-art music sequencing program! Whether you're into rock, pop, house, trance, soul or hip-hop, you will be able to choose from thousands of riffs and pre-recorded samples that fit your vernacular. The features list of *MTV Music Generator 2* might as well be describing a recording studio for Quincy Jones: 48 audio channels, "on the fly" real-time riff editing, real-time generated effects, full DSP Reverb support, sample editing, layered envelope processing, rhythm humanizer and on and on. A video sequencer is also included so you can make your own psychedelic video for your next big hit. Say it together now: "I want my MTV!"



AGARTHA

Sega • Possible in 2001 • 1 Player

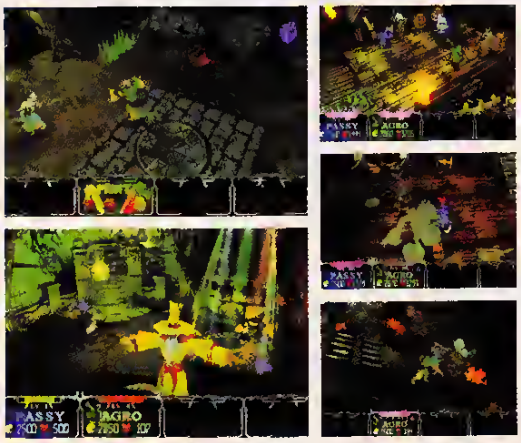


Although Sega has officially pulled the plug on the Dreamcast console (see *Japan Report*), over one hundred games are supposedly still in development. No Cliché—a French developer who created the underrated Dreamcast title *Toy Commander*—is busy finishing its next Dreamcast project, *Agartha*. Details are still sketchy, but it looks like *Agartha* is meant to scare the pants off of you. You control a fragile-looking old man named Kirk who seems to be equipped with nothing more than a knapsack and flashlight. It is 1929 and the Romanian town of Agartha has been demolished by an earthquake. An ancient evil is awakened from deep within this sleepy town and threatens to swallow up humanity. Kirk must battle demons and other nefarious creatures as he becomes the fulcrum of the world's fate. As a player you must decide whether to speed up the apocalypse or be a hero. Online features are also planned for *Agartha*, although we're not quite sure at the moment how that will be incorporated. There are plenty of signs that the Dreamcast still lives.



GAUNTLET: DARK LEGACY

Midway • May • 1-4 Players



When we got an early version of *Gauntlet: Dark Legacy* for the PlayStation 2, we were expecting a simple conversion of the arcade game. When we popped it in, however, we were pleasantly surprised by how cool this game is! The game simply looks better than its arcade counterpart and is a pure joy to play. After seeing *Ready 2 Rumble Round 2*, *NBA Hoopz* and *Gauntlet: Dark Legacy*, it's safe to say that Midway has a very solid grip on programming for the PlayStation 2 while many other companies are still struggling to make their games look merely acceptable. The PlayStation 2 version of *Gauntlet: Dark Legacy* will have a few subtle variations on the arcade version. Some of the enemies will be amped up so there will be a clear difference between a regular grunt and a leader. Midway also promises to include tons of secret characters to unlock in the home version, including characters from *Gauntlet Legends*. With over sixty levels and eleven stage bosses, you and your friends are in for a long epic journey. *Gauntlet: Dark Legacy* is a must for PlayStation 2 owners looking for some good old arcade fun!

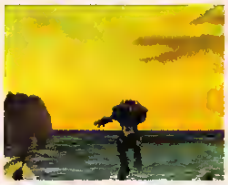


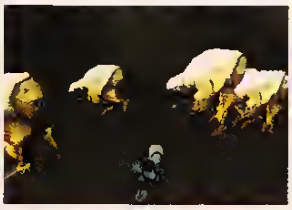
GIANTS: CITIZEN KABUTO

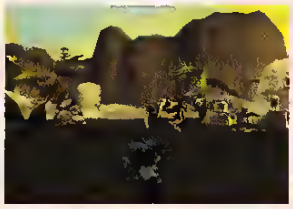
Interplay • May • 1 Player

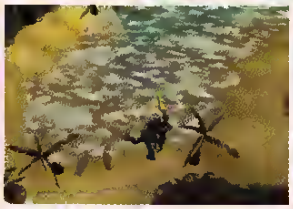
One of the most highly-touted PC games of the year is making its way to the PlayStation 2. *Giants: Citizen Kabuto* is actually one of those games that could have been released as a console game first because of its action-oriented gameplay. *Giants* is the result of over three years of development by the folks at Planet Moon Studios, some of whom are ex-members of the *MDK* development team from Shiny Entertainment. As in *MDK*, there are plenty of laughs and bizarre behavior from various characters. During the course of the game, you will control three different species: the Meccaryn, the Delphi and Kabuto. The gameplay is a mix of shoot-'em-up and strategy. The strategy elements involve building huts and keeping your builders, or Smarties, happy. The PlayStation 2 version will focus more on the action side of *Giants* while simplifying the strategy portion to suit the whims of console players. The graphics will also be much more improved over the PC version with almost 20% more polygons for each character. More save points in the console version will also prevent players from having to start over from the start of a mission. *Giants: Citizen Kabuto* is a very fresh and different style of game with a lush, beautiful world that will immediately suck you in.

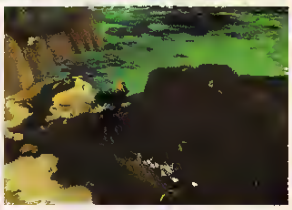












WORMS WORLD PARTY

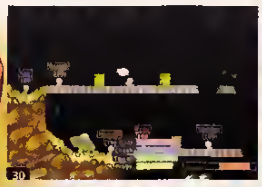
TIPS & TRICKS PICK!

Titus • April • 1-4 Players

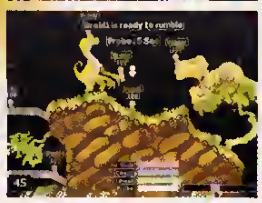
Titus' *Worms World Party* is a deceptively simple strategy game for people who like to blow things up in style. After a few rounds of the War of the Worms, however, you'll find that simplicity is soon replaced by hardcore strategy. If you want to survive, you'll have to open up a can of whoop-ass rather than just a can of worms. Weapons wielded by the vertebraeless commandos include bazookas, uzis, ballistic missiles and suicidal farm animals, to name a few. The included Wormopaedia, which reads like a manual for the Grim Reaper, explains how each of the countless weapons can be used. *Worms World Party* doesn't mess with the 2-D format of the completely destructible, mine-riddled, biohazardous terrain of the *Worms* universe, but it does provide a forum where new and old fans of the series can compete online. It's time to see who's fish bait!











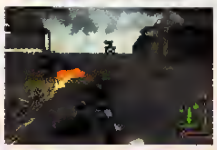


TWISTED METAL: BLACK

UPDATE!

Sony • Possible in 2001 • 1 Player

Sony brings back the same team that created *Twisted Metal* and *Twisted Metal 2* to reclaim the soul that made the series such a success during the early days of the PlayStation. *Twisted Metal: Black* for the PlayStation 2 promises to be dark and disturbing without any of the campy elements of previous games in the series. Calypso returns to host the ultimate contest of destruction as he frees the most twisted contestants from the lunatic asylum. As you play each of the fourteen different characters like Sweet Tooth, Axel and Mr. Grimm, you will learn more about their stories and why they ended up losing their marbles. Eight new battlegrounds await in the single-player mode. Each level shows off a living, breathing environment with changing weather effects, moving traffic and fully destructible objects. *Twisted Metal: Black* is targeting an older, mature audience, so the developers have more freedom to make the game as "twisted" as can be.

















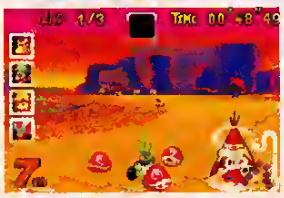
Select Games

MARIO KART ADVANCE

Nintendo • Summer • 1 Player

Mario Kart Advance is currently a working title for the Game Boy Advance version of this kart racer which needs no introduction. Again, the game looks very similar to the Super NES game that inspired a few hundred kart-racing clones, but we're not sure yet if the courses are exactly the same. Of course, all the power-ups will be the same fun stuff like turbo mushrooms, turtle shells, lightning bolts, etc. The game will support the link cable and will also have mobile phone support. The Game Boy Advance is gonna rule the world!







F-ZERO

Nintendo • Summer • 1 Player













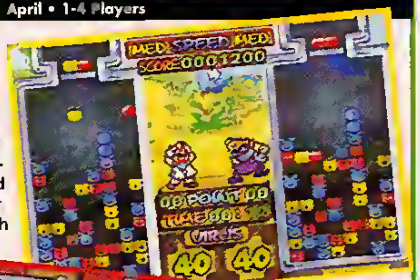


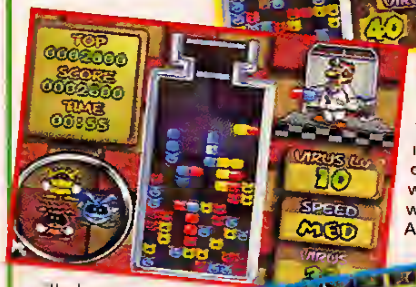
The Game Boy Advance version of *F-Zero* may look a lot like the Super NES version, but according to the storyline, it takes place 25 years after the events depicted on the SNES. The game will use the link cable and we assume it will allow you to race other people. Could there be the possibility of trading vehicles between friends? We'll see. What we do know is that you will only have four vehicles to choose from when you first start the game. *F-Zero* on the Game Boy Advance could be the most popular game for the system.

DR. MARIO 64

Nintendo • April • 1-4 Players

There are hardly any new games coming out for this system, so Nintendo has the RX for the Nintendo 64's blues. *Dr. Mario 64*. It's basically an updated version of the *Dr. Mario* game which





appeared on the NES, SNES and Game Boy. The standard *Tetris*-style gameplay is enhanced with the extra challenge of wiping out "viruses" with the falling blocks. A four-player option will also encourage heated challenges amongst friends and family. Mario and Wario will make appearances in the game so expect some hilarious banter from both of them as you battle. There are no needles in the game, so it's okay!



METAL GEAR SOLID 2: SONS OF LIBERTY

Konami • Possible in 2001 • 1 Player













Here are some new screen shots of *Metal Gear Solid 2: Sons of Liberty* for you *Metal Gear* heads who are dying to play a little Solid Snake! Many of the shots here are in-game scenes where you actually control Solid Snake. It looks like Revolver Ocelot will make a return visit, and a new female soldier named Olga will also prove to be a worthy opponent for Snake. The gameplay is very consistent with the *Metal Gear Solid* series with plenty of back-against-the-wall stealth movement and more cardboard box trickery. A new first-person shooting mode and some added maneuvers should give more depth to controlling Snake. *Metal Gear Solid 2* is unquestionably the most anticipated title of the year.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

APRIL

1	Dr. Mario 64	Nintendo

POSSIBLE IN 2001

2	Eternal Darkness	Nintendo
3	Detective Barbie: The Mystery Cruise	Mattel
6	Dinosaur Planet	Nintendo
6	Mario Party 3 •	Nintendo
6	Mini Racers	Nintendo
1	Roswell Conspiracies	Redstorm
6	Sin & Punishment •	Nintendo

PLAYSTATION

APRIL

1	Batman Gotham Racer	Ubi Soft
2	Digimon World 2 •	Bandai
3	Jimmy White's Cueball 2	BAM
4	Kasparov Chess	Interplay
5	Lego Stunt Rally	Lego
6	Roswell Conspiracies	Red Storm
7	Sesame Street Games	New Kid Co.
8	Simpsons Wrestling	Fox
9	Triple Play 2002	EA Sports
10	V.I.P.	Ubi Soft
11	World Destruction League: War Jetz	3DO
12	World's Scariest Police Chases	Fox

MAY

13	Alone In the Dark: The New Nightmare	Infogrames
14	Buffy the Vampire Slayer	Fox
15	Inspector Gadget	Ubi Soft
16	Mat Hoffman's Pro BMX	Activision
17	NASCAR Racers	Hasbro
18	Planet of the Apes	Fox
19	Point Blank 3 •	Namco
20	Seadoo Hydrocross	Vatical
21	Sheep Dog & Wolf	Infogrames

JUNE

22	Arc the Lad: Collection	Working Designs
23	Time Crisis: Project Titan	Namco

POSSIBLE IN 2001

24	Bomberman Land •	Hudson
25	Castlevania Chronicle	Konami
26	Crash Bandicoot 4	Konami
27	Dragon Warrior VII •	Enix
28	Eithéa •	Atlus
29	Fist of the North Star •	Bandai
30	Legacy of Kain: Soul Reaver 2	Eidos
31	Mr. Driller 2	Namco
32	Roller Jam	EA Sports
33	Volfoss	Namco
34	X-Men Mutant Wars	Activision

PLAYSTATION 2

APRIL

1	Alone In the Dark: The New Nightmare	Infogrames
2	Cool Boarders 2001 •	Sony
3	Dark Angel: Vampire Apocalypse	Metro 3D
4	NBA Street	EA Sports
5	Quake III Revolution	EA
6	Roadsters Trophy	Interplay
7	Rock & Roll Racing	Interplay
8	Sled Storm 2	EA
9	Stunt GP	Infogrames
10	Tokyo Extreme Racer Zero	Crave
11	Triple Play 2002	EA Sports
12	Unison •	Tecmo
13	WipeOut Fusion	Sony
14	World Destruction League: War Jetz	3DO
15	Zone of the Enders •	Konami

MAY

10	Championship F-1 Racing	BAM
11	Commandos 2	Eidos
10	Disney's Jungle Book	Ubi Soft
10	Gauntlet: Dark Legacy	Midway
20	Giants: Citizen Kabuto	Interplay
21	Gran Turismo 3	Sony
22	Herdy Gerdy	Eidos
23	Legacy of Kain: Soul Reaver 2	Eidos
24	MTV Music Generator 2	Codemasters
25	Portal Runner	3DO
26	Project Eden	Eidos
27	Star Wars: Super Bombad Racing	LucasArts
28	Ultimate Sky Surfer	Crave

JUNE

29	007 Racing	EA
30	Bloody Roar 3 •	Interplay
31	Clive Barker's Undying	EA
32	Ephemeral Fantasia •	Konami
33	Klonoa 2	Namco
34	Lotus Challenge	Interplay
15	Seven Blades •	Konami
35	Top Gun	Interplay
37	The World Is Not Enough	EA

2ND QUARTER 2001

35	4X4 Evolution	G.O D.
39	Adventures of Cookie & Cream •	Agetec
10	All Star Baseball 2002	Acclaim
41	F-1 2001	Sony
42	Half-Life	Sierra
43	High Heat Baseball 2002	3DO
44	NASCAR Heat	Hasbro
45	Resident Evil: Code Veronica X •	Capcom
46	Super Streetcar Challenge	Activision

POSSIBLE IN 2001

47	18 Wheeler American Pro Trucker	Acclaim
48	Ace Combat 4	Namco
49	Ape Escape 2	Sony
50	Arctic Thunder	Midway
47	Armored Core 2: Another Age	Agetec
52	Baldur's Gate	Interplay
53	Barbarian	Interplay
54	Battle Gear 2	Taito
55	Beast Wars	BAM
56	Big Wave Surfing	Acclaim
57	C-12	Sony
58	Carrier	Jaleco
53	Crash Bandicoot 4	Konami
10	Crazy Taxi	Acclaim
47	Dark Cloud •	Sony
52	Devil May Cry	Capcom
63	Drakan	Sony
64	Dropship	Sony
65	Duke Nukem	Rockstar
66	Eternal Blade	Mattel
67	ESPN Winter X-Games Snowboarding	Konami
68	Everquest	Sony
68	Evil Twin	Ubi Soft
70	Extermination •	Sony
71	F-1 Championship	Ubi Soft
72	Final Fantasy X	Square/EA
73	Final Fantasy XI	Square/EA
74	Force of One	Interplay
75	Formula X	Interplay
18	The Getaway	Sony
17	Goemon	Konami
70	Grand Theft Auto 3	Rockstar
71	Gravity Games: Biking	Midway
10	Gunslinger	Activision
17	Kelly Slater's Pro Surfer	Activision
82	Kessen II •	EA
83	King's Field IV	Agetec
84	Legion	Midway
15	The Lost	Crave
86	Metal Gear Solid 2: Sons of Liberty	Konami
87	Mobil Suit Gundam •	Bandai
10	Monster Rancher	Tecmo
89	Motor Mayhem	Infogrames
10	Munukuru	Interplay
91	NBA Shootout 2001	Sony
92	NCAA GameBreaker 2001	Sony
93	NHL FaceOff 2001	Sony
94	No One Lives Forever	Fox

* Publishers, please contact us with updates and/or corrections
• Denotes that the game is available as an import at press time

Select Games Select Games Select Games



GAME TRACK!

PLAYSTATION 2 POSSIBLE IN 2001

95	One Force	Agetec
96	Parappa the Rapper 3	Sony
97	Rayman 3	Ubi Soft
98	Red Faction	THQ
99	Rumble Racing	EA
100	Run Like Hell	Interplay
101	Seven •	Namco
102	Silent Hill 2	Konami
103	Sky Gunner	Sony
104	Smuggler's Run 2	Rockstar
105	Snowboard Heaven •	Capcom
106	Space Channel 5	Sega
107	Spin: Sprint Racing	Sony
108	Spy Hunter	Midway
109	SSX: OVO Version	EA
110	Star Wars: Obi-Wan	LucasArts
111	State of Emergency	Rockstar
112	Syphon Filter 3	Sony
113	Tomb Raider: Next Generation	Eidos
114	Tony Hawk's Pro Skater 3	Activision
115	Twisted Metal: Black	Sony
116	Ultimate Fighting Championship	Crave
117	Vampire Night	Namco
118	V.I.P.	Ubi Soft
119	Virtua Fighter 4	Sega
120	V'Room	Interplay
121	Wolverine	Activision
122	Zombie Revenge	Acclaim

DREAMCAST APRIL

1	18 Wheeler American Pro Trucker •	Sega
2	Dark Angel: Vampire Apocalypse	Metro 3D
3	Exhibition of Speed	Titus
4	Floigan Brothers	Sega
5	Half-Life	Sierra
6	IHRA Drag Racing	Bethesda
7	illBleed •	Jaleco
8	Shrapnel: Urban Warfare 2025	Ripcord
9	Soldier of Fortune	Crave
10	Spider-Man	Activision
11	Stupid Invaders	Ubi Soft
12	Woody Woodpecker Racing	Konami
13	Worms World Party	Titus

MAY

14	Alien Front Online	Sega
15	Alone in the Dark: The New Nightmare	Infogrames
16	Aqua Panic	Sega
17	Commandos 2	Eidos
18	Conflict Zone	Ubi Soft
19	Dragon Riders	Ubi Soft
20	Evil Twin	Ubi Soft
21	Gorka Morka	Ripcord
22	Legacy of Xain: Soul Reaver 2	Eidos
23	Ooga Booga	Sega
24	Peacemakers	Ubi Soft
25	Roswell Conspiracies	Redstorm
26	Sonic Adventure 2	Sega

JUNE

27	Heroes of Might & Magic III	Ubi Soft
28	Outtrigger	Sega
29	World Series Baseball 2K2	Sega

2ND QUARTER 2001

30	Bomberman Online	Sega
31	Buffy the Vampire Slayer	Fox
32	Daytona U.S.A. Network Racing	Sega
33	Heavy Metal: Geomatrix	Capcom
34	Mat Hoffman's Pro BMX	Activision

POSSIBLE IN 2001

35	1944 The Loop Master	Capcom
36	Agartha	Sega
37	Black & White	Sega
38	Crazy Taxi 2	Sega
39	Emergency Call Ambulance	Sega
40	Famation	Sega
41	Fighting Vipers 2 •	Sega
42	Giga Wing 2 •	Capcom
43	Guilty Gear X	T.B.D.
44	Gun Valkyrie	Sega
45	Headhunter	Sega
46	House of the Dead 3	Sega
47	Jambo Safari	Sega
48	Jet Grind Radio 2	Sega
49	Mobile Suit Gundam	Capcom
50	Mr. Driller 2	Namco
51	NappleTale •	Sega
52	Planet of the Apes	Fox
53	Rent A Hero No. 1 •	Sega
54	Seaman 2001 Edition •	Sega
55	Shenmue 2	Sega
56	Toe Jam and Earl 3	Sega
57	Virtua Tennis 2	Sega
58	Wild Riders	Sega
59	World's Scariest Police Chases	Fox

GAME BOY COLOR APRIL

1	Batman Racing	Ubi Soft
2	Carnivalé	Vatical
3	Frisbee Golf	Vatical
4	Hercules	Titus
5	Jimmy White's Cue Ball	Vatical
6	The Land Before Time	Natsume
7	Matchbox Emergency Patrol	Mattel
8	Monster Force	Konami
9	Portal Runner	3DO
10	Razor Freestyle Scooter	Crave
11	Rocketts Sleep Over	Mattel
12	Seadoo Hydrocross	Vatical
13	Snoopy Tennis	Infogrames
14	Trouballs •	Capcom
15	Toki Tori •	Capcom
16	Ultimate Surfing	Crave
17	VR Sports: Powerboat Racing	Vatical

MAY

18	Barbie Pet Rescue	Mattel
19	Kirby's Tilt 'N' Tumble •	Nintendo
20	Flintstone's Burgertime in Bedrock	Electro Source
21	Mat Hoffman's Pro BMX	Activision
22	Max Steel	Mattel
23	Microsoft Entertainment Pack	Electro Source
24	Microsoft Pinball Arcade	Electro Source
25	Playmobil Hype	Ubi Soft
26	Roswell Conspiracies	Redstorm
27	Sesame Street Sports	New Kid Co.
28	V.I.P.	Ubi Soft
29	Xena	Titus

POSSIBLE IN 2001

30	Alone in the Dark: The New Nightmare	Infogrames
31	Card Heroes •	Nintendo
32	Castlevania II	Konami
33	Command Master	Enix
34	Crusaders of Might & Magic	3DO
35	Dino Crisis	Capcom
36	The Legend of Starfie	Nintendo
37	Merlin	EA
38	Monster Tactics •	Nintendo
39	Phantom Zona	Nintendo
40	Pocket Xing	Namco
41	Pokémon Crystal •	Nintendo
42	Robin Hood	EA
43	Star Ocean: Blue Sphere	Enix
44	Tales of Fantasia	Namco
45	Wizardry	Agetec
46	The World Is Not Enough	EA
47	WWF No Mercy	THQ
48	The Legend of Zelda: Mysterious Seed of Power	Nintendo

GAME BOY ADVANCE POSSIBLE IN 2001

1	Bomberman Story	Hudson
2	Castlevania	Konami
3	Chu Chu Rocket	Sega
5	Fire Emblem	Nintendo
6	F-Zero	Nintendo
6	Golden Sun	Nintendo
1	Konami Wai Wai Racing	Konami
6	Magical Vacation	Nintendo
6	Mario Advance	Nintendo
10	Mario Kart Advance	Nintendo
11	Mega Man EXE	Capcom
12	Monster Guardian	Konami
13	Monster Rancher	Tecmo
14	Mr. Driller 2	Namco
10	Napoleon	Nintendo
10	Puyo Puyo	Sega
17	Sonic the Hedgehog Advance	Sega
18	Tactics Dgre	Nintendo
19	Wario Land 4	Nintendo

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller) For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use However, after the period expires, you'll have no energy at all for another 50 seconds You may repeat this as many times as you like

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode When your opponent appears, press the blue **Eject** button on the PlayStation 2 and fight as you normally would When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds You opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B** Each time you do this, an item will appear You can continue obtaining items and points indefinitely When you're ready to move on to the next opponent, just press the Eject button again You can repeat this process for every single opponent. If you die, the screen will fade to white It will stay in that state until you press Eject again This trick won't work if you defeat an opponent while "Danger Reach" is in effect

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu You'll hear a special sound effect after entering a correct code Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu "Opening Edit" will appear within the "Options" menu

Unlock Wu Kingdom characters—□, □, **R2, R2, R1, R1**, □, □

Unlock Shu Kingdom characters—□, □, **R1, R1**, □, □, **R2, R2**

Unlock all characters—□, **R1**, □, **R2**, □, **R2**, □, **R1**

Select either side in Free Mode—Hold down △ and press **R1, L1, L2, R2, R1, L1, L2, R2**

Unlock all stages in Free Mode—Hold down □ and press **L1, R1, R2, L2, L1, R1, R2, L2**

Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**

Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**

Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press **START** to pause the game, then enter any of the codes below Each one will take effect immediately after pressing **START** again to unpause Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right, X, O**

All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right, □, △**

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, you must start the game with a memory card containing a save file from *Smuggler's Run* Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS " Next, select "TIME TRIAL " Finally, hold **L1 + R1 + L2 + R2** and press **SELECT** A password will appear next to each time that you previously obtained in Time Trial However, if you don't have any lap times obtained in Time Trial, no passwords will appear You can use the password to submit your best times to Namco's official time attack contest on the Internet The ranking submission page is located at http //www namco co jp/home/cs/ps2/motogp/ranking-world/

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player " Next, select "Create Player" again Under "General Information," change this new player's first and last names to any of the names below If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database At this prompt, press X and you'll find that all of the stats and information will be already filled in Many of these hidden players have much better attributes than you would be provided normally by just creating any new player

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

ONI

Secret Codes

At any time during gameplay, press **SELECT** to enter the data menu Next, move the cursor to "Help " Now enter any of the codes below, then press **SELECT** again to return to the game You'll hear a special sound effect after entering a correct code Note The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click

Skip current stage—**L2, L1, L2**, □, O, □, **L3, R3, L2, L1**

Phase cloak—**L2, L1, L2**, □, O, □, **L1, R3, L2, L3**

Big head—**L2, L1, L2**, □, O, □, **START**, □, O, **START**

Tiny body—**L2, L1, L2**, □, O, □, **L3, R3**, □, O

Giant body—**L2, L1, L2**, □, O, □, **R3**, □, O, **L3**

Transform into a different character—**L2, L1, L2**, □, O, □, **L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered

Unlock all boxers and special outfits —Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2** Press the □ button to cycle through each fighter's different outfits

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**

St Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**

See the Ending—Press **Right, Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there

Championship fight vs Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**

Big gloves—Press **Left, Right, Up, Down, R1, R2**

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**

Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2** Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**

Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**

Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen

Analog Brake/Accel /Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on Now, at any time during gameplay, hold the **SELECT** button for three seconds and a display will appear that measures how hard you're braking, accelerating and turning Press **SELECT** again to turn the display back off

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen You'll hear a special sound effect after entering each correct code

No crosshairs—**Right, Right, Right**, □

Heart-shaped scope—**Left, Right, Right**, □, △

No scope at all—**Right, Down, Right**, □, **Right, Down, Right**, □

Rest of the screen turns black when looking through the scope—**Down**, △, **Up**, □, △, **Down, Right, Down, Right**, □, △

Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**

No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**

Rotate the screen 180° about the vertical axis—**Left, Left, Right**, □, **Down, Down, Up**, △, **Up, Right, Down, Up, Left, Down**, □

All targets are invisible—**Right, Down, Right**, □, **Up**, □, □, △, **Down, Right, Down, Right**, □, △

In-Game Codes

At any time during gameplay, press the **START** button to pause, then enter any of the following codes After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect

-5 seconds, +1/2 Life—△, X, **Right, Left, Right, Left**, O, X, **Right, Left, Right, Left, Down, Down, Up, Up**

+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right**, X, O

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below You'll hear a special sound effect after entering a correct code All codes will take effect immediately after you press **START** again to resume gameplay For the speed up/down codes, the entire speed of the game will increase or decrease, you can enter each one up to three times for an increased effect For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**

Speed up—**R1, L1, L2, R2, Right, Right, Right**

Speed down—**R2, L2, L1, R1, Left, Left, Left**

Real world gravity—**L1, R1, R1, L2, R2, R2**

Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen For all of the codes below, you must hold **L1 + R1 + L2 + R2** while inputting each button combination You'll hear a special sound effect after entering a correct code The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed)

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right**, X, O, △, □

Maximum attributes for all characters—X, X, X, X, X, X, □

Running Mode—□, △, O, X, □, △, O, X

Read all hints—O, X, O, X, O, X, O, X

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode

Another World—△, **Left, Right**, △

Secret Characters—△, **Right, Left**, △

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**

Alternate in-game sound effects—**Left**, □, **Up**, □, **Down**, O, **Left**, □, **L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right** Repeat this sequence nine times in total

Everything Free

This code will make every item you buy cost nothing At any time in the middle of gameplay, press **Left, Down**, X, O. Repeat this sequence nine times in total

255 Golden Tickets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets At any time in the middle of gameplay, press **Up, Down, Left, Right**, O, **Right, Left, Down, Up**, O Repeat this sequence five times in total

X SQUAD

Ultimate Code

At the title screen, press O, O, O, O, △, □, □, □, □ A graphic will appear at the top of the screen to confirm Next, select "New Game " You'll start with all of the game's weapons and tons of items

Nintendo 64 tips

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the R button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D pad and the C▼ button at exactly the same time (also on Controller 2), you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the **A** and **B** buttons. When the announcer says, "Set, Ready, GO!" release the **B** button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the **A** button to accelerate, hold **Z** and point the joystick hard **Left** or **Right**, then release both buttons and quickly press **A** again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up, C▼, Left, C►, Down, C▲, Right, C◄, L, R, Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu, a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press **C▼, C►, C◄, C▲, C◄, C►, C▼**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage, this will allow you to play the first bonus stage, "Air Landing"

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds, this will allow you to play the Desert stage during day time.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Aluminum bats—HOLLOWBATS
Ball trail mode—WLDWLDWST
Big ball mode—BCHBLKTPTY
Dark stadium—WTOTL
Foggy stadium—MYEYES
Tiny players—TOMTHUMB
Players fly back to the dugout when they're out—FLYAWAY

ARMORINES: PROJECT SWARM

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—GODLY
All weapons—LOADED
Unlimited ammo—SORTED
Fast run—SONIC
Pen and ink mode—SKETCHY
All missions—SKIPPY
Female Trooper (Multiplayer only)—GODDESS
All above cheats—GOLDENPIE
Hive Guard Bug (Multiplayer only)—LEGGY
Volcano Guard Bug (Multiplayer only)—RUBBER
Egypt Worker Bug (Multiplayer only)—CLAW
Hive Worker Bug (Multiplayer only)—UGLY

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R, C◄, Right, Up**. A. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLVSRM—Max Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu:

Play as Vikki—GRNGRLRX
Play as Plastro—PLSTRLVSVG
Tin Soldier—TNMN
Mini Mode—DRVLLVSMM
All Weapons—GBZRK
Max. Ammo—SLGFST

Level Codes

Enter these codes from the "Input Code" screen under the main menu:

Bridge—FLLNGOWN
Fridge—GTMLK
Freezer—CHLLBB
Inside Wall—CLSNGN
Graveyard—DGTHS
Castle—FRNKNSTN
Tan Base—BDBZ
Revenge—LBBCK
Desk—DSKJB
Bed—GTSLP
Town—SMLLVLL
Cashier—CHRGT
Train—NTBRT
Rockets—RDGLR
Pool—FSTNLS
Pinball—WHSWZRD

ASTEROIDS HYPER 64

Unlock Extra Modes

At the main menu, hold L and press C◄, C► C▲, C▼, A, C▲ C▼, C◄, C►, **START**. "Classic Asteroids" and "Credits" should appear immediately, and "Relentless" mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold L and press C◄, C▲, C►, C▼, **B, A**, C▲, C▲, C▼, C▼, **START**. Extra options will become immediately available in the pause menu.

BANJO KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage, just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives
• Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces
• Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens.
• Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers.
• Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers.
• Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.
• Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters. If you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first person camera view. Now look directly at the picture of Bottles on the wall, Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only, they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.
• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.
• Enter "BOTTLESBONUSTHREE" to make Kazooie big.
• Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.
• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.
• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.
• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
• Enter "NOBONUS" to deactivate all active codes.

BANJO TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code, it doubles the maximum amount of feathers that you can carry.
CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code, it doubles the maximum amount of eggs that you can carry.
CHEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code, it allows you to fall from any height without losing energy.
CHEATOKCABYENOH—This code has the same effect as Cheato's "HONEYBACK" code, it causes your energy meter to slowly regenerate.
CHEATOXOBEKUJ—This code has the same effect as Cheato's "JUKEBOX" code, it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.
CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code: it activates the signs in Master Jiggywiggy's temple that tell you where the jiggies are located in each stage.
CHEATOSUPERBANJO—With this code in place, both Banjo and Kazooie will run much faster.
CHEATOSUPERBADDY—Activate this code to make the game more challenging by speeding up all of the enemies.
CHEATOHONEYKING—Enter this cheat to completely disable the honeycomb meter and air meter, now you're invincible and can stay underwater or in toxic areas for as long as you want.
CHEATONESTKING—This cheet gives you unlimited eggs and feathers, your inventory will show that you have "LOTS" of every type.
CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
CHEATOGNIMOH—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg, it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber, once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode, this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots, it also will not register if you have already entered the following code.
CHEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
BAGDSNAGS—No snags while fishing
HEADADBIGA—Fisherman has a big head
HYPERBOAT—Faster boat
WHATADRAG—Slower boat
RUBADUBDUB—Boat becomes a bathtub
IWINIWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournament
SUPERSTRING—Unbreakable line
HAPPYFISH—More active fish
MONDOFISH—Bigger fish
FISHMAN—All fish have Al Lindner's head
WHEREOFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed.
SUPERLURE—Adds the "Super Lure" to your inventory.
SILLYSOUND—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRVV—Invincibility
CRSTLCLR—Invisibility
LTSFBLLTS—Unlimited ammo
LVFRVR—Unlimited lives
PLVRZM—All weapons
FRGZ—Giant frogs roam the streets
TDZ—Queen Lords are replaced by toads
WMNRSMRTR—Unlock Storm Ravens gang

LTSLTSGNGS—Select any gang in Campaign mode
CDPLT—Run Story (allows you to view the entire story of the game)
CJSKPFLGMH—Level code (play on State Street in Chicago, IL)
CNCTHRTM—"Trippy mode"
HVRL—"Hurl mode"
Special Weapons
During the game, collect three of the same kind of weapon power up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected

BATTLETANX: GLOBAL ASSAULT

Secret Codes
Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen.
All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPPY
Custom Gang Unlocked—TRDDYBRRKS
Brandon Gang Unlocked—NNKNHCKS
Secret Level Unlocked—WRDRB
Level Select—8ODYS

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes
Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.
Free buildings—Hold Z, press A, B, A, B
Free satellite—Hold Z, press B, C◀, C▼, A
Infinite ammo—Hold Z, press L, R, L, R
Infinite armor—Hold Z, press Up, Right, Down, Left
Unlock all missions in Single Player Pilot or Commander Mode—Hold Z, press C▲, C▶, C▼, C◀, START

BIO FREAKS

First Person View
During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BODY HARVEST

Cheat Codes
Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.
Smart bomb—A, C◀, C▲, C▶, Left
Restore health—Down, Up, Right, A, B, Left, C▶
All artifacts—Up, C▼, C▶, Z, Up, Left
Dancing Adam—Down, Up, C▲, Down, C▶, C▶
Bad Adam—C◀, C▶, A, C▼, C▶, Left
Tall Adam—B, A, C▲, A, C▲, A
Short Adam—Down, C◀, A, Right, Z
Kill Adam—B, Left, C▶, C▶, Down
Blouse cheat—Z, C▶, C▶, B, Left, C▶
Access all weapons—A, Right, C▼, C▶, C▲, A, Left
More powerful weapons—C▼, C▲, Up, Z, Z, Left, C▶
Surreal Mode—C▼, Up, Right, Right, C▶, A, Left
Change Nearest Harvester into Mutant—C▼, Up, Z, Z, C▶, Right
Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages
At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly, you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter, if you're not fast enough, it won't work.

BUST A MOVE 2: ARCADE EDITION

Another World
At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.
Character Select
Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World
At the title screen—while the words "Press Start" are flashing—press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode, you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu
At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear, it features stage-select, sound test and "Texture Mode" options (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky"). There's also a "Score Attack Mode" setting, turn this option on and see how many points you can score in two minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63⅓

Secret Options
At the character select screen, hold the L button and press C▲, C▶, C◀, C▼, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen, you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.
Secret Characters
Each of the following codes can be entered at the character-select screen.
• Doctor Kiln—Hold the L button and press B, C◀, C▲, C▶, C▶, A
• Sumo Sante—Hold the L button and press A, C▼, C▶, C▲, C◀, B
• Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY FIGHTER: SCULPTOR'S CUT

Secret Characters
At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "?" box to cycle through the secret characters.
• Earthworm Jim—Hold the L button and press B, C◀, C▲, C▶, C▼, C▲
• Sumo Santa—Hold the L button and press A, C▶, A, C▶, C▼, C▶
• Boogerman—Hold the L button and press B, B, C▶, C▶, C◀, C▶
• High Five—Hold the L button and press C▲, C▼, C◀, C▶, B, A
Computer-Controlled Characters
At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, C▲, C▼, C◀, C◀, B, A, C▶. The computer will take over your character, so just sit back and watch him or her fight.
Debug Mode
At the character-select screen, hold the L button and press A, B, A, B, A, B, C◀, C▶, C▲, C▶, C◀, C▶. Now start the game, when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C▲ and C▼ buttons, you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

COMMAND & CONQUER

Select Any Mission
At the title screen, press B, A, R, R, A, C▶, Up, Down, A quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L, a list of all the missions in the game will appear.

CRUIS'N USA

Secret Stages
At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows.
Golden Gate Park (lower-left corner)—Hold L + C◀ + C▼
San Francisco (lower-right corner)—Hold L + C▶ + C▼
Indiana (upper-right corner)—Hold L + C▲ + C▶
Secret Vehicles
At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.
Lights + Siren
Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds, you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Breke, Breke, Accelerate (hold the Accelerate button).

CYBERTIGER

Unlock Characters & Courses
From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.
Unlock alternate Lilliger—Prodigy
Unlock Marvin the alien—Ufo
Unlock Kimmi—Rapper
Unlock Starr—Retro
Unlock Festus—Goiddgr
Unlock Delvis—Delvis
Unlock Cindy—Instyle
Unlock Bobby—Brat
Unlock Twfan—Cybertw
Unlock Eagamer—Willi
Unlock Robert—Ice
Unlock Bengal—Tigerrrr
Unlock Traci—Sefari
Unlock Volcano course—Sthelens

DARK RIFT

Fight Demitron
At the title screen—when the words "PRESS START" are flashing—press Up, C▶, R, Right, Down, B, B, B, C▲ to warp to a one-player Demitron vs. Demitron battle.
Boss Codes
At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters.
Sonork—L, R, C▲, C▼, C◀, C▶
Demitron—A, B, R, L, C▼, C▲
You'll hear a laugh to confirm, now you can choose the bosses at the fighter select screen.
See the Endings
As above, enter one of the following codes at the title screen to see your favorite character's ending sequence.
Aaron's Ending—Up, C◀, R, Right, Down, R, R, C◀
Demonica's Ending—Up, C◀, R, Right, Down, R, R, C▲
Demitron's Ending—Up, C◀, R, Right, Down, L, L, C▼
Eve's Ending—Up, C◀, R, Right, Down, R, R, C▶
Gore's Ending—Up, C◀, R, Right, Down, R, R, C▼
Morphix's Ending—Up, C◀, R, Right, Down, R, R, B
Nikki's Ending—Up, C◀, R, Right, Down, R, R, A
Scarlet's Ending—Up, C◀, R, Right, Down, L, L, C◀
Sonork's Ending—Up, C◀, R, Right, Down, L, L, C▲
Zenmuron's Ending—Up, C◀, R, Right, Down, L, L, C▶

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick.
Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A
Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode, you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head, if you touch that frog with your vehicle, Drumstick will be released.
Play as T.T.
To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.
Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode, the codes that can affect the "Adventure" mode are merked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password
Enter the following password to start on Level 1 with all of the weapons in the game:
?TJL BDFW BFGV JVVB
With this password in place, press START to pause the game, you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your

health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option, press **Left** or **Right** to change the name of the stage and press a **C** button to warp there

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the **R** button seven times, then press **Left**
- Monsters On/Off—Press **L, C▼, Left, R, C◀, Right, Left, Left**
- All Items On/Off—Press **R, C▶, Right, L, C◀, Left, C▶, Right**
- Level Select—Press **L, L, L, C▶, Right, Left, Left, C▲**

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code

First Person Mode—**Down, Down, A, Z, Z, Left, A**

Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**

Start with infinite ammo 30 30—**C◀, C▲, C▼, C▶, L, R**

Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**

Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**

Extra Multiplayer Characters Group 2—**B, A, A, R, L**

Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**

Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**

Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**

Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—MOWER

Transparent riders—XLURIDER

Debug mode—IMGOINGNOW

Odd color mode—ROTCOLS

All stunts unlocked—TRICKSTER

Big head mode—BLAHBLAH

Invisible riders—INVISRIDER

Mirror mode—YADAYADA

Night mode—MIDNIGHT

Stunt bonuses—SHOWOFF

Pinhead mode—PINHEAD

"Beat This!" enabled—PATWELLS

See team photo during "Credits" sequence—UGLYMUGS

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects to deactivate a specific code, just enter it again

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, former director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Infinite supply of nitro speed bursts

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics appear more "pixelated"

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race

SPIRAL—Makes the screen rotate continuously during a race

SPYEYE—Overhead camera angle

XCHARGE—Infinite weapon and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows. Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice, the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important*: You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery"
- Enter "CREDITS" as the driver's last name, then exit to the title screen, you'll find a new option called "Credits"
- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge
- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu, you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano
- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode, you'll find a new driver named "Silver Driver"
- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode, you'll find a new driver named "Gold Driver"

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C◀, C▼, C▲, C▶, START**, you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C◀ + C▼**, all of the available vehicles will shrink

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY"
- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO"
- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE"
- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times
- Invisible Stadium—Choose any team and change any player's name to "CATCH22"
- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds
- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC"
- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU" or choose the "USA" league, select the Vancouver team and change any player's name to "TED"
- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round
- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want, the "Points Remaining" counter will go into negative numbers
- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu, when the round select screen appears, press **C◀ + C▶ + Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times, a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again

- Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▶, C▼**
- Psychidelic Mode—**A, R, Left, Right, Down, C▶, C▼, C▲**
- Wireframe Mode—**L, L, R, Z, Left, Right, C▶, C◀**
- Gore Mode—**Z, Down, C▶, C▲, C▼, C◀, C▼, C▲**
- Stealth Mode—**Up, Up, Up, Up, Right, Down, C▼, C▼**
- Infinite Primary Weapon—**A, R, Z, Right, C▶, C▲, C▼, C▲**
- Infinite Secondary Weapon—**B, B, Z, Left, Left, C▶, C▼, C▲**
- Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▲, C▲**
- Infinite Titans—**A, B, L, Up, Up, C▶, C▶, C▶**
- Infinite Solaris—**B, L, L, Z, Up, Down, C▶, C▶**
- Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
- Freeze Enemies—**R, Z, Right, Right, C▶, C▼, C▶, C▲**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

NOGGIN—Big head mode

GHOST—Ghost mode

Z-WOOD—Z Axis basketball court

TEAM-Z—Z-Axis team

NOFANS—Dark background, improved frame rate

TRAILS—"Trippy" ball effect

BUZZZ—No shot clock

THIRTY—60-second game

HOMIE—Home team is favored

MONKEY—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:

Level select—C◀, C▲, C▲, C▼, C▼, C▶, C▼, C▶

Open portals—C◀, C▶, C▶, C▼, C◀, C▼, C◀, C▶

Open levels—C▼, C▼, C▼, C◀, C◀, C◀, C▶, C▼

Locate Garibs—C▼, C◀, C▶, C▼, C▼, C◀, C▼, C▼

Call ball—C◀, C◀, C▼, C◀, C▶, C▼, C▼, C◀

Checkpoints—C▼, C▼, C▼, C▼, C◀, C◀, C▼, C▼

Infinite lives—C◀, C◀, C◀, C◀, C◀, C▶, C▼, C▶

Powerball—C◀, C▼, C◀, C▼, C◀, C▼, C▼, C◀

Control ball—C▼, C▶, C▼, C▶, C◀, C▼, C▶, C▶

Infinite energy—C◀, C▶, C▼, C▶, C◀, C▶, C◀, C▼

Enemy ball—C▼, C▼, C◀, C▶, C▼, C▼, C▼, C▼

Low gravity—C▼, C▼, C◀, C▼, C▶, C◀, C◀, C◀

Big ball—C▼, C▼, C◀, C▼, C▼, C▼, C▶, C▼

Fisheye—C▼, C▶, C▼, C▼, C◀, C▶, C▼, C▶

Camera rotate R—C▼, C▶, C◀, C◀, C▼, C▶, C▼, C▶

Camera rotate L—C◀, C▼, C▶, C▼, C◀, C◀, C▶, C▼

Mad Garibs—C▼, C▶, C▼, C◀, C▼, C▼, C▼, C◀

Death spell—C◀, C▼, C▼, C▼, C▼, C◀, C▶, C◀

Frog spell—C▼, C◀, C▼, C▼, C◀, C▼, C◀, C▼

Hercules—C▼, C▼, C▼, C▼, C▼, C▼, C▶, C▼

Speed up—C▼, C▼, C▶, C◀, C▶, C▼, C▼, C▼

Boomerang ball—C▶, C◀, C◀, C▼, C◀, C◀, C▼, C▼

Vanish ball—C▶, C▼, C▼, C▼, C◀, C◀, C▼, C◀

Froggy—C◀, C▶, C▼, C▶, C◀, C▼ C◀, C◀

Secret cheat—C▼, C◀, C▶, C▲, C▼, C◀, C▶, C▶
All cheats off—C▼, C▼, C▼, C▶, C▼, C▼, C▼, C▼

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the corner of the screen to confirm each code

• Invincibility
1) Hold L and press **Down**
2) Hold R and press C▶
3) Hold R and press C▲
4) Hold L and press **Right**
5) Hold L and press C▼
6) Hold R and press C▲
7) Hold L and press **Right**
8) Hold R and press **Down**
9) Hold L and press **Left**
10) Hold L + R and press C▶

• All Guns
1) Hold L + R and press **Down**
2) Hold L and press C◀
3) Hold L and press C▶
4) Hold L + R and press C◀
5) Hold L and press **Down**
6) Hold L and press C▼
7) Hold R and press C◀
8) Hold L + R and press C▶
9) Hold R and press **Up**
10) Hold L and press C◀

• Maximum Ammo
1) Hold L + R and press C▶
2) Hold R and press Up
3) Hold R and press **Down**
4) Hold R and press **Down**
5) Hold L + R and press C▶
6) Hold L + R and press **Left**
7) Hold R and press **Down**
8) Hold R and press **Up**
9) Hold L + R and press C▶
10) Hold R and press **Left**

• Line Mode
1) Hold R and press C▼
2) Hold L + R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C◀
5) Hold L + R and press C▶
6) Hold R and press **Up**
7) Hold L and press **Down**
8) Hold L and press **Right**
9) Hold R and press C◀
10) Hold R and press C▲

• Invisibility
1) Hold R and press C◀
2) Hold L + R and press C▲
3) Hold L + R and press **Left**
4) Hold L + R and press Up
5) Hold R and press **Up**
6) Hold L and press C◀
7) Hold R and press C▲
8) Hold L and press C▼
9) Hold L + R and press **Left**
10) Hold R and press **Right**

• Invisibility (Multiplayer Only)
1) Hold L and press C▲
2) Hold L + R and press C◀
3) Hold R and press **Up**
4) Hold L and press C▶
5) Hold R and press C▲
6) Hold L and press **Right**
7) Hold L + R and press C◀
8) Hold L and press C▶
9) Hold L and press **Up**
10) Hold L + R and press C▼

Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options

• Paintball
1) Hold L and press **Up**
2) Press C◀
3) Hold R and press **Right**
4) Hold L + R and press C◀
5) Hold L and press **Up**
6) Hold R and press C▼
7) Hold L and press C▼
8) Hold L + R and press C▼
9) Hold L + R and press **Up**
10) Hold L + R and press C◀

• Invincibility
1) Hold R and press **Left**
2) Hold L and press **Down**
3) Press **Left**
4) Press **Up**
5) Press **Down**
6) Hold R and press C◀
7) Hold L and press C◀
8) Hold L + R and press **Left**
9) Hold L + R and press **Right**
10) Hold L and press C◀

• DK Mode
1) Hold L + R and press **Up**
2) Press C▶
3) Hold R and press **Left**
4) Hold R and press Up
5) Press **Up**
6) Hold R and press **Right**
7) Press **Up**
8) Hold L + R and press C▼
9) Hold L + R and press **Down**
10) Hold L + R and press C▼

• 2x Grenade Launcher
1) Hold R and press **Down**
2) Hold R and press Up
3) Press **Right**
4) Hold L + R and press C▼
5) Hold L and press **Right**
6) Hold R and press **Left**
7) Press **Left**
8) Press **Down**
9) Press **Up**
10) Hold R and press C▼

• 2x Rocket Launcher
1) Hold R and press **Right**
2) Hold L and press Up
3) Press **Down**
4) Press **Down**
5) Hold R and press C▼
6) Hold L and press **Left**
7) Hold L and press C◀
8) Hold R and press Up
9) Hold R and press **Down**
10) Hold R and press C◀

• Turbo Mode
1) Hold L and press **Down**
2) Hold L and press C▼
3) Hold L + R and press **Up**
4) Hold R and press C▼
5) Press **Left**
6) Hold R and press **Down**
7) Hold L and press C▼
8) Press **Up**
9) Hold R and press **Down**
10) Hold L and press **Right**

• No Radar [Multi]
1) Hold R and press **Up**
2) Press C▼
3) Press C◀
4) Press C▲
5) Hold L and press **Down**
6) Hold R and press Up
7) Press C◀
8) Press **Right**
9) Hold R and press **Left**
10) Hold R and press **Right**

• Tiny Bond
1) Hold L + R and press **Down**
2) Hold R and press **Down**
3) Hold L and press C▼
4) Press **Left**
5) Hold R and press C◀
6) Hold L + R and press C▼
7) Press **Right**
8) Press **Down**
9) Hold R and press C▼
10) Hold R and press **Right**

• 2x Throwing Knife
1) Hold R and press C◀
2) Hold L and press **Left**
3) Press **Up**
4) Hold L + R and press **Right**
5) Press **Right**
6) Hold L + R and press C◀
7) Hold L + R and press C◀
8) Hold R and press **Down**
9) Hold R and press **Left**
10) Hold R and press C◀

• Fast Animation
1) Hold L and press C▼
2) Hold L and press C▲
3) Press C▼
4) Press C▶
5) Press C◀
6) Hold L + R and press **Right**
7) Press C▶
8) Hold L + R and press **Up**
9) Hold R and press C◀
10) Hold L and press **Left**

• Bond Invisible
1) Hold L + R and press C◀
2) Hold L + R and press C◀
3) Hold L and press C◀
4) Hold R and press C◀
5) Hold R and press **Right**
6) Hold L + R and press **Left**
7) Hold L and press **Right**
8) Press **Left**
9) Hold L + R and press C◀
10) Hold L and press **Down**

• Enemy Rockets
1) Hold L + R and press C▼
2) Press C◀
3) Hold R and press C▼
4) Press C▼
5) Press C▼
6) Hold L + R and press C▼
7) Hold L + R and press **Up**
8) Press C▼
9) Hold R and press Up
10) Hold L and press **Up**

• Slow Animation
1) Hold L + R and press **Left**
2) Hold L + R and press **Left**
3) Hold L + R and press **Down**
4) Hold L + R and press **Left**
5) Press C▶
6) Hold L + R and press **Down**
7) Hold L + R and press **Down**
8) Hold L and press **Down**
9) Press C◀
10) Press C▲

• Silver PP7
1) Hold L and press **Left**
2) Hold L + R and press **Up**
3) Hold L and press **Right**
4) Hold L + R and press Up
5) Hold L + R and press C◀
6) Hold L + R and press **Left**
7) Hold L + R and press **Down**
8) Press C▼
9) Hold L + R and press **Right**
10) Hold L + R and press **Left**

• Activate 2x Hunting Knife
1) Hold R and press C▼
2) Hold L and press **Right**
3) Hold R and press C▲
4) Hold R and press **Right**
5) Hold L + R and press **Right**
6) Hold L + R and press **Up**
7) Hold L and press **Down**
8) Hold R and press **Left**
9) Hold L and press **Right**
10) Hold L and press C◀

• Infinite Ammo
1) Hold L and press C◀
2) Hold L + R and press **Right**
3) Press C▶
4) Press C◀
5) Hold R and press **Left**
6) Hold L and press C▼
7) Hold L + R and press **Left**
8) Hold L + R and press C▼
9) Hold L and press **Up**
10) Press C▶

• 2x RC-P90
1) Press **Up**
2) Press **Right**
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press **Up**
6) Hold L and press C◀
7) Hold L and press **Left**
8) Press C▶
9) Press C▲
10) Hold L + R and press **Down**

• Gold PP7
1) Hold L + R and press **Right**
2) Hold L + R and press **Down**
3) Hold L and press **Up**
4) Hold L + R and press **Down**
5) Press C▲
6) Hold R and press **Up**
7) Hold L + R and press **Right**
8) Hold L and press **Left**
9) Press **Down**
10) Hold L and press C▼

• 2x Laser
1) Hold L and press **Right**
2) Hold L + R and press C◀
3) Hold L and press **Down**
4) Hold R and press **Left**
5) Hold R and press **Down**
6) Hold L and press **Right**
7) Press C▲
8) Press **Right**
9) Hold R and press **Right**
10) Hold L + R and press **Up**

• All Guns
1) Press **Down**
2) Press **Left**
3) Press C▲
4) Press **Right**
5) Hold L and press **Down**
6) Hold L and press **Left**
7) Hold L and press **Up**
8) Press C▼
9) Press **Left**
10) Press C▼

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen

1) Hold L + R and press C◀
2) Hold L and press C▲
3) Hold L + R and press **Left**
4) Hold L and press **Right**
5) Hold R and press **Down**
6) Hold L + R and press C▲
7) Hold L and press C▲
8) Hold L + R and press **Right**
9) Hold L + R and press C▼
10) Hold L and press **Down**

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen

HEXEN

Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press C▲, C▼, C◀, C▶. A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu, now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu

God Mode (invincibility)—C◀, C▶ C▼
Clipping (walk through walls)—Press C▲ 20 times, then C▼
Visit (stage select)—C◀, C◀, C▶, C▶, C▼, C▲
Butcher (kill all enemies in the area)—C▼, C▲, C◀, C◀
Health (refill health)—C◀, C▲, C▼, C▼
Collect All Keys—C▼, C▲, C▼, C▶
Collect All Artifacts—C▲, C▶, C▼, C▲
Collect All Weapons—C▶, C◀, C▼, C▼
Collect Puzzle Items—C▲, C◀, C◀, C◀, C▼, C▶, C▼

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register, you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time

Race at night—C▲, C▲, C▲, C▼, C◀, C▶, C◀, C▶
Mirror mode—Z, R, Z, Z, R, Z, Z, Z
Unlimited Turbos—C▶, Z, C▲, C▼, R, C◀, Z, C▲

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press **START** to confirm each one. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GO8A8Y—Maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the bells themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
BOMBERBALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
IMALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press **START** at any time while in the gallery to return to the game
All Gold Cup cars—**Y O U _ D A _ M A N**
Gallery—**W O O D Y _ C O O K I E S**

INTERNATIONAL SUPERSTAR SOCCER 64

Secret Teams

(Note: Use the **D**-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**, then hold the **Z** button and press **START**, you'll hear the announcer shout to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team

INTERNATIONAL SUPERSTAR SOCCER '98

Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, C▲, Up, C▲, Down, C▼, Down, C▼, Left, C◀, Right, C▶, Left, C◀, Right, C▶, B, A**, then hold the **Z** button and press **START**, you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen, you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press **L, C▲, L, C▲, L, C▼, C▲, C▼**. If you input the code correctly, a cheats menu will immediately appear

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z, A, R, Z, A, B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training"

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, L, A, Z, A, R**. You'll jump immediately to the game's ending credits sequence.

Secret Stage

In two player mode, have both players choose their fighters by holding **Down** and pressing **C▼**, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press **START** to pause and press **C◀, C▼, C▶, C◀, C▼**. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger

Big Head Mode

In the middle of a game, press **START** to pause and press **C◀, C▶, C◀, C◀, C▶**. You'll hear a bell ring five times quickly. When you unpause, the boxers' heads will be bigger

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active

P G L L R D—Only red power ups available
P G L L Y L L—Only yellow power-ups available
P G L L G R N—Only green power-ups available
R P C R N L Y—Only grappling hook power ups available
M X P M X—Highest power-up level always active
F S T F R W R D—Faster game
N S L W J—Car doesn't slow down on rough terrain
F L Y S K Y H I G H—Flying turbo boost always active
L N F R R R M—Open mirror version of Rocket City Run

LODE RUNNER 3 D

Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R, B, A, B, A, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**. A new option called "Unlock Worlds" will appear, set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again, this should clear up the problem

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick, you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen

1) Highlight Koyasha and press **START**
2) Highlight the Executioner and press **START**
3) Highlight Lord Deimos and press **START**
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration)

MARIO GOLF

Code Entry Screen

At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
S V W 6 B 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode, it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse

Course Ghosts

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory

MARIO TENNIS

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup
Blockbuster Cup—A R M 6 J Q A R U
Bowser Cup—N 2 4 K B Q N 2 P
Donkey Kong Cup—M M S 5 M Q M M J
Luigi Cup—M 1 C 2 Y Q M 1 W
Peach Cup—O F 9 X F Q O F R
Mario Cup—A 3 W S K Q A 3 C
MarioTennis.com Cup—4 B H W O R 4 B 2
Nintendo Power Cup—J 6 M 9 P Q J 6 U
Waluigi Cup—L A 9 B J R L A R
Wario Cup—U O U F M P U O M

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again
Slow down computer cars—**C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼**
Super speed—**C▼, C▶, C◀, C▲, C▼, C◀, C▶, C▼**
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down, C◀, C▶, C▶, C▲, C▼**. With the Debug code in place, the following options become available
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press **C◀** to have the computer control your car
• Hold **Z** and press **C▼** to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects, you'll hear a signal to confirm and you'll be able to enter another name
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code,
• Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy, enter "CONFETTI" to cancel this code

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen, you'll hear Ethan speak each time you enter a code properly
• Turbo Mode—**C▲, Z, C▲, Z, C▲**
• Big Feet Mode—**C▼, R, Z, C▶, C◀**
• Kids Mode—**C▼, C▲, R, L, Z**
• Start with Uzi Sub Machine Gun—**C▶, C◀, C▶, C▼, R**
• Start with Mini Rocket Launcher—**R, L, C◀, C▶, C▼**
• Start with 9mm High Power Gun—**R, L, C▼, C▲, C▲**
• Start with 7.65 Silenced Pistol—**C▲, L, C▶, C◀, C▲**

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
4 0 4 5 6 4 P B M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C◀ + C▶** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh, after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy, the remaining options allow you to perform fatalities with just one button

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen
• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes
• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game

MORTAL KOMBAT TRILOGY

Play as Khameleon

When the "story" screens appear during the game's demo mode, quickly press **C▶, C▲, A, B, C▼, C▲, C▶**. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.

Play as Motaro
Choose any character, hold **High Kick + Low Kick** and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn
Choose any character, hold **High Punch + Low Punch** and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. **Note**: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button, if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press **High Punch, Low Punch** (that's **C▼**), **B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press **High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch** (that's **C◀, C▶, C▼, A, B, B, B, A, A**, in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. **Note**: that this code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick. Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**, the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending
When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

THE NEW TETRIS

Turbo CPU Opponent
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A I 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one player mode, after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left, Up, C▼, C◀, C▶, C▲, C●, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screen.
• Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• **El Cajon**—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

OGRE BATTLE 64 PERSON OF LORDLY CALIBER

Music Mode
At the main menu, select "New Game." Then, when you're asked for your name, enter MUSIC_ON (note the capital letters) as your name and select "End." A prompt will appear asking if you would like to enter the Music Mode. Once there, you can listen to any of the background music in the game.

OLYMPIC HOCKEY NAGANO '98

Frequent Fight Mode
At the Options screen, hold the **L** button and press **C◀, C▶, C▼, C●, C▶, C▶, C●, C▶, C●**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—**A L L J U M P**
Hitting turbo gives Turbo—**G O F A S T**
Throw papers backward—**B A C K W A R D**
Throw papers straight ahead—**F R O N T S**
Throw papers at random angles—**R A N D O M**
Throw papers at 90° angles—**S I D E S**
View all newspaper headlines when you start training mode—**H E A D L I N E**
Unlimited health—**I N V I N C**
Unlimited papers—**N O B U N D L E**
Tiny paperboy—**L I T T L E**
Near-sighted paperboy—**M A G O O**
Unlock all levels—**O B V I O U S**
Speed up the game—**R U S H**
Slow down the game—**W A K I N G**
Moon gravity (jump higher)—**M O O N**
All non-animated objects scream—**S C R E A M**
Silly collision sounds—**T H U N K**
Huge newspapers—**S U N D A Y**
Time clock is ignored—**U N T I M E D**

POKEMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screen, hold **Z** and press **A, B, R, A, A, B, R, A**. You'll hear a special sound effect after entering the code correctly.

Start from Lv. 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L**. You'll hear a special sound effect after entering the code correctly.

Unlock V Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B**. "V-Hard" will appear on the screen after entering the code correctly.

Unlock S-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **R, L, A, B**. "S Hard" will appear on the screen after entering the code correctly.

Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R**. The game will immediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z + L + R** on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the code correctly.

QUAKE

Debug Menu
Choose "Load" from the main menu. If you have a controller pak with *Quake* saves, press **B** to exit to the password screen. If not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ", you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen, if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single player menus and start a game in multiplayer mode to see the effects.
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "**F Z J F T M R 2 G 8 R Q**" at the following screen and press **A**. If you entered it correctly a level select screen will appear.

255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RAMPAGE WORLD TOUR

Stage Select
At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries, you can even access the secret levels.

RAMPAGE 2 UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters.
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu
Enter the password "**B V G G Y**", then access the Options menu, you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound affects and movie test options.

RE VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C▲**. You'll hear a special sound effect after entering it correctly.

RESIDENT EVIL 2

Cheat Codes
From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.
Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C▲, C●**
Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C●, C●**
Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C▲, C●, C▼, C●**
Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C●, C●, C▼, C●**

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code.
Unlock all levels and fast bikes—**C◀, C●, C●, C●, L, R, C▼, Z**
Unlock Scooter level—**C▼, C●, C◀, C●, C●, L, C●**
Unlock Cop Mode—**Z, C●, C▼, C●, Z, L, R, C▼**

ROADSTERS TROPHY

Secret Codes
At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.
Anyway—Race circuits in any direction
Gimme ALL—Unlock all cars and circuits
fastBUCKS—Start with $250,000
EasyMoney—Start with $1,000,000
Trophies—Start with Division 2 and 3 trophies (Note the space before the "T")

ROBOTRON 64

"Setup" Menu Cheats
Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu.
• 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C●, C●, C●, C●**.
• Level Select—Press **Down, Up, C●, Down, C●, C●, Down, C●**, you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.

Instant Power-Ups
At any time during the game—not while

paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below, do them quickly for best results. This can only be done five times in each stage.
Shield—**Down, Left, C◀, C▶**
Two Way Weapon—**Up, C▲, Up, C▲**
Three-Way Weapon—**Right, Right, C▼, C▼**
Four-Way Weapon—**Down, Down, Up, C▶**
Radiation Spray—**Up, Down, C▶, C◀**
Spead Up—**Left, Left, Right, Right, C▲**
Flamethrower Weapon—**Down, Right, Down, Right, C▶**

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press **START** to peuse, then enter any of the codas below. You should haar a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down R R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access tha "Enter Code" option at the Circuit menu and enter the following passcode:
8 D P 5 K G S L 4 G 5 9 P
G 9 2 W V C Q Y 0 D R D Q
Now choose "Continue Circuit" at the next screen to race on "Track S Backward & Mirrored," when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track select screen appears, press the **Z** button four times, you should hear a signal to confirm the code. When you advance to tha car select screan, you will find a new vehicle, tha "Team *Rush*" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in plac, enter "One Race" mode and follow thesa instructions:
1) At the Select Car screen, hold **C◀**, press **Z**, release both, tap **Left** on the D-pad, then press **B** three times to return to the main menu.
2) Choose "Setup," at the setup screen, hold **C▲**, press **Z**, releese both, tap **Up** on the D-pad, than press **B** to return to the main manu.
3) Choose "One Race" again, at the Select Track screen, hold **C▶**, press **Z**, release both, tap **Right** on the D-ped, then press **A** to advance to tha Select Car screen.
4) At the Select Car screen, hold **C▼**, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button, you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now availabla.

"Setup" Screen Cheats

Each of the following codes works at the Setup manu (tha one that says "Options/Controls/Audio")
• To disable the in game timer, hold **Z** and enter the following code: Hold **C▼**, press **C▲**, release both, hold **C▲**, press **C▼**.
• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press **C▶**, then release both and press **C▲, C▲, C▼, Z**.
• To turn all of the traffic cones in the game into mines, press **L, R, L, R, L, R**.

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes

At any time during the game while you are in control of Shaggy (but not at the inventory screan or pause menu) enter either of the following codes using tha **C** buttons and the D-pad.
Infinite Courage Meter—Hold L and press **C▲, C▼, C▲, C▼, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down**
Skip to the Next Episode—Hold L and press **C▲, C▼ C▲, C▼, Up, Down, Up, Down, Right, Left, Right, Left.**

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joy stick, then **Down, Up** on tha D pad, then **C▼ C▲, L, R, Z,** then **Left** on the D pad, **C▶, Up** on the analog joystick, **B, Right** on the D-pad, **C◀, START**, you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press **Z, B, C▶, Down** on tha D pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secrat characters, the secret courses and a new "Special" board style in the Board Shop.

SPACE STATION SILICON VALLEY

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C▶, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C◀, Z, Down**
Unlock all Desert Adventura levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade'—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em up level—**Down, Up, Z, L, Down, Left, Z, Down**

SPIDER-MAN

Cheat Codes

From the main manu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear aach time you enter one correctly. Note the spaces in some of the codes.
TRUBLEVR—Unlock everything
LVLSKIPPER—Level select
TURTLE—Invulnerable
STICKYSTUF—Infinite webbing
CLTTHMALL—Unlock everything in the Comic Collection
WHOSINTGM—Unlock everything in the Character Viewer
SMESTORY—Unlock everything in the Slide Show
COV VEIW—Unlock all game comic covers
SPTWOKNN—Spidey 2099 costume
POWCOSMIC—Captain Universe costume
LIMITED ED—Spidey Unlimited costume
SPID INRED—Scarlet Spider soctume
MISTERMJ—Petar Parker costume
DA CLONE—Ben Reilly costume
GTATNKFST—Quick Change costume

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes

Each of the following codes can be entered at the Passcode menu that's accessibla from the Options screen.
L E C & F I V E—Unlock all levels
D R O I D E K A—Advanced shields
P A T H E T I C—Unlimited lives
N A S T Y M D E—Makes the game more difficult
E W E R D E A D—Expert mode (one hit destroys your vehicle)
D R J E K Y L L—Terrain near the horizon waves up and down
R U A G I R L ?—Turns your vehicle pink
K O O L S T U F F—Unlocks the "Showroom" option at the main menu
W A K E U P—Unlock a "Concert Hall" option at the Showroom menu
L O V E H U T T—Shows a photo of the game's developers
T A L K T O M E—Enables an "audio commentary" soundtrack; you'll hear the developers talking about the game while you play.

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When tha "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter tha passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not tha same as choosing letters with the **A** button, if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**, the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, releese **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D pad, a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight tha diffarent options and changa their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:
• Hold **Up** on tha D-pad to fast-forward
• Hold **Down** on the D-pad to reversa at high speed
• Press **Right** on the D-pad to self-destruct
• Hold **Left** on the D-ped to make your vehicle invisibla
• Hold **Z** + **Left** on tha D-pad to see an x ray givan control of the currant screen (this also works at the menu screens after and between races)

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
C H I C K E N—Access bonus level
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M 9 O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0 00 completion time, all friendly saves and bonuses collected
T I E D U P—With tha "FARMBOY" coda in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor.

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that tha codas have been accapted, but tha next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of availabla ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "__Wampa__ __Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that ara capitalized. Now start the game and enter any stage. During the gama, press **START** to pause, when the pause menu appears, hold **L + R + Z + C◀ + C▲ + C▶ + C▼ + Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all tha way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left, you should hear a sound to confirm at each step, and at the end of the procedure, a cheat manu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the diffarent cheat codes and press **A, B** or **START** to activate the one you wnh to use as follows.
• Get all stuff (weapons, items)
• Invincibility
• 50 lives
• Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleapy," now all of your enamies are frozen in placa and won't attack you. Press **Down** to deactivate.)
• Kill Dash
• Teleport (to another location in the current stage)
• (Skip to.) Next level
• (Restart) This Level
• (Return to) Previous Level
• Wall Ghost (Press **Up** on the analog joystick to turn this option "on," now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)
You'll notice the new item at the pause menu called "Game Secrets," check this out to find some additional cheats that you can use in certain stages, ona of them gives you a fully three dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from tha pause menu and return to tha staga-select menu, you'll find that **all** of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're givan control of the Outrider, change tha camara angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left + L + R + Z + C◀ + C▶ + C▼**, with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "__Wampa__ __Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press **START** to pause; when the peuse menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in tha gama as follows:
• In the "Battle of Hoth" stage, play until the AT-STs appear, then hold **C▶** and press **Up**, then press **C▶** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!). Once the code is in place, press **C▶** to toggle between the snowspeedar and the AT-ST.
• In the "Escape from Echo Base" stage, hold **C▶** and press **Left** on the D pad, you'll be controlling ona of the Wampa creatures that are baing held in cages on this level. (Nota: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as tha Wampa. Use the D-pad to control the Wampa, hold **Down** to attack. Onca the code is in placa, press **C▶** to switch between Dash and the Wampa.
• Also in the "Escape from Echo Base" stage, hold **C▶** and press **Right** on the D-pad, you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as tha Snowtrooper. Use the D-pad to control the Snowtrooper, hold **Down** to fire. Once the code is in placa, press **C▶** to switch between Dash and the Snowtrooper.
• In the "Gall Spaceport" stage, hold **C▶** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper, these both work as described under "Escape From Echo Base" above.
• In the "Imperial Freighter Suprosa" stage, hold **C▶** and press **Right** on tha D-pad to control a Stormtrooper as described above.
• In the "Sewers of Imperial City" and "Xizor's Palaca" stages, hold **C▶** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **C▲**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering

a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."
N O C R 4 S H—The bikes never crash
H O P—Add hop button
M O R E 3 C 4 M S—Extra camera modes
N O R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L O C K M 3—Opponent riders get in your way
N O O F F T R 4 C K—No more off track
S K 1 P P 1 N G O K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc—press C◉, C◉, C◉, C◉, you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game.

- To skip the current level, press **START** to pause the game, then press C◉, C◉
- To refill your energy meter, press **START** to pause the game, then press **Z, R**
- To refill your super-speed ability, press **START** to pause the game, then press **R, Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z, L**
- To refill your heat vision ability, press **START** to pause the game, then press **R, L**
- For super punching ability, press **START** to pause the game, then press **L, Z**

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** on the D-pad to cycle through the different lists of stages.

TETRISPHERE

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C◉ + C◉ and press the **L** button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—**Down, Down, C◉, C◉, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C◉, Left, C◉, C◉, Up, Down, Right**
Add "Skip to Restart" menu item—**C◉, C◉, C◉, Up, Down**
10 point stats—**C◉, C◉, Left, Up, C◉**
13 point stats—**C◉, C◉, Left, Up, Down**
Obtain all tapes—**C◉, Left, Up, C◉, C◉, Right, Down, Up**
Perfect balance—**C◉, C◉, Left, C◉, Right, Up, Down**
Girl's picture—**C◉, C◉, C◉, C◉, C◉, C◉**

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter one of the codes correctly, you'll hear a sound and a smiley face icon will appear at the bottom of the screen.

- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Championship," "Versus"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race.

- Access all cars (except bonus cars)—**A, Left, Left, C◉, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Mirror Tracks—**Right, Up, Left, C◉, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C◉**
- Access Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C◉, Up, B, Right, A, C◉, A, Right**
- Access Beach Ball Car—**B, B, A, Left, Left, C◉, A, Right**

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time.

No Damage or Failures—**L, Z, START, Up, Up**
Bouncy Cars—**C◉, C◉, R, Up, Left**
Award 100,000 Sponsor Credits in support van—**L, Z, START, L, L**
Award maximum Championship Points in support van—**L, C◉, Left, L, L**
Repair all car damage in support van—**L, Z, R, L, START**
Toxic Waste Dump—**C◉, C◉, R, L, Up**
Volcano Valley—**C◉, Z, R, L, Down**
Spinning World—**R, C◉, R, Up, Right**

TOY STORY 2

Level Select

At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TUROK: DINOSAUR HUNTER

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates most of the cheats in the game and allows you to warp to any stage or "boss" battle.

TUROK 2: SEEDS OF EVIL

Cheat Codes

Choose "Cheats" from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

H E E E R E S J U A N—"Juan's Cheat"
A A H G O O—"Zach Attack Cheat"
B E W A R E O B L I V I O N I S A T H A N D—Unlocks all cheats

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right:

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)
2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue)
3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rabbit (White), Eagle (Green)

Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)
All Weapons—Owl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Owl (Yellow)
Unlimited Ammo—Fish (Green), Elk (Green), Bull (Teal), Snake (Red), Eagle (Green), Fish (Green)
All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Orange), Wolf (Blue), Eagle (Green)

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

A_M O O N_G E T A W A Y—Reduce gravity
L I V I N G_F O R E V E R—Invincibility
M I S S I L E_A T T A C K—Enhanced missile
I_A M_T O U G H_G U Y—Hardest difficulty level
M A X_R E S O L U T I O N—Ultra high-res display mode
L E V E L_S H O R T C U T—Unlocks Sand Factory and Secret Base levels
G A N G S_U N L O C K E D—Unlocks all vehicles except flying saucer
G I M M E_D A_A L I E N—Unlocks flying saucer
J T B T 7 C F D 1 L R M G W—Unlocks everything

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.

Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max stats—LLA_DORTOH
Faster firing rate—RAPID_FIRE
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Super missiles—BLAST_FIRE

WAR GODS

Play as Grox

At the character select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left.** You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A**. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu, you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

WAYNE GRETZKY'S 3D HOCKEY

Access Super Teams

At the Options screen, hold the **L** button and press C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

WAYNE GRETZKY'S 3D HOCKEY '98

Access Historical Teams

At the Options screen, hold the **L** button and press C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four historical NHL teams: the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets.

WCW BACKSTAGE ASSAULT

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Extra stamina—**R, R, B, R, R**
Indestructible weapons—**L, R, L, R, C◉, C◉**

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T S T M N—Stamina point enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 l f M l k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y I B w f Q Q F—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** hold C◉ and press **START**
Unlock Max Power Mode—**L, C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉, L + START**
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left,** hold C◉ and press **START**

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again.

Unlock Piranha II team—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉, C◉, C◉
Unlock Velocita track—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉
Power-up weapons—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉, C◉, C◉

In-Game Codes

Each of these codes can be entered during a race or while the game is paused. To deactivate a code, just enter it again.

Race doesn't end when timer expires—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉
Infinite shield energy—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉, C◉, C◉, C◉
Unlimited weapons—Hold **L + R + Z** and press C◉, C◉, C◉, C◉, C◉, C◉, C◉

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z, Right, Z, Z, Z, B, C◉, A, Right, START**. Now all of the teams and their cars will be available.

Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C◉, C◉, C◉, C◉
Unlock Bunny Despair—C◉, C◉, C◉, C◉
Let Xena battle Gabrielle in Quest mode—C◉, C◉, C◉, C◉
Unlock "Titan" difficulty level—C◉, C◉, C◉, C◉

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump

007 RACING

Secret Vehicle

At the title screen, press **L1, R1, △, O, X**. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

Below are the requirements for unlockingthe cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission

"Ambush" Mission—Complete the mission with at least 85% health intact

"Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission.

"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press **Right** or **Left** to access the "codes" option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

a s t r o m e n—Unlock three alien characters

w h i t e l i n e—Unlock white car

r e d l i n e—Unlock red car

b l u e l i n e—Unlock blue car

l u g n u t—Unlock Lug Nut (like Frankenstein)

d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)

t p—Unlock TP (mummy)

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—**R1, R1, R1, Right, Right**

Die Mannschaft—**R2, R2, R2, Right, Right**

England 1966—**L1, L1, L1 Right, Right**

All Time—**L2, L2, L2, Right, Right**

Aus Asia Stars—**R1, Up, Up, Right, Right**

Africa Stars—**R2, Up, Up, Right, Right**

Oranje—**L1, Up, Up, Right, Right**

Azzun—**L2, Up, Up, Right, Right**

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—**O, Left, Right, O, Up, R2**

Unlock "Research" menu item—**□, Up, Down, O, Left, R1**

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down, Up, Left, Left, △, Up, Right, Down**

All Weapons—Hold **L1**, press **□, O, Up, Down, X, □**

Infinite Lives—Hold **L1**, press **△, O, X, □**

Restore Health—Hold **L1**, press **X, △, O**

Stage Select—Hold **L1**, press **△, Up, X, Down** (entering this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—**Up, Down, Up, Down, Up, Down, Up, Down**

Unlock bonus ending cinematic—**□, Down, X, Down, Right, Right, Up, Up**

Mission 2—**X, Down, Left, Left, □, O, O, Right**

Mission 4—**Down, Down, □, □, Left, Right, O, X**

Mission 5—**Right, Right, X, O, Down, Up, Down, Up**

Mission 7—**□, O, X, □, △, Left, Up, Right**

Mission 8—**Right, Down, Left, Up, △, Down, Up, Down**

Mission 9—**O, O, Right, Up, Right, Up, X, X**

Mission 10—**X, Down, Down, Down, Down, X, Left, Right**

Mission 11—**△, Up, O, Down, □, Left, X, Right**

Mission 12—**Up, Up, △, △, Left, Left, O, O**

Mission 14 (2-player)—**Left, Down, Left, Down, □, O, □, O**

Mission 15—**□, Right, Left, O, O, Up, Down, □**

Mission 16—**Down, Up, Down, Up, △, O, △, O**

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold **L1 + R1 + □** and press **Up, Down, Left, Right**. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press **START** to pause, then press **□, O, R1, L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press **□, O, L1, R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press **□, O, R1, L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing.

Unlock Secret Excalibur Ship—Hold **SELECT** and press **△, O, O, △, □, O, □**

Stage Select/Invincibility—Hold **SELECT** and press **□, △, O, △, △, □, O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O, O, O, △, □, □, O**

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

Extra life—**Up, Down, Left, Right, O, □, X, △**

99 Lives—**Up, X, Down, △, Left, □, Right, O**

Invincibility—**Down, Down, Up, Up, O, □, △, △**

BALDUR'S GATE: DARK ALLIANCE

Secret Codes

Enter the following codes at the Password screen:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

• Shrink the Rotofoil

X O X X O X
X X X X X
X X △ △ X X
□ X X X □
X □ □ □ □ X

• Upside-down playfield

X □ □ □ □ X
□ X X X □
X X △ △ X X
X X X X X X
X O X X O X

• Must score in your own goal to win

X X X X □ X
O X X O X □
X △ X X X □
X X △ X X □
X X X □ X

• Play as the Master Blazer, Xarta

X O O O X □
O X △ X O □
O △ X △ O □
O X △ X O □
X O O O X □

• Play "Classic *Ballblazer*"

□ □ X X X X
□ □ □ □ X X
□ □ □ □ □ □
X X □ □ X X
□ □ □ □ □ □

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab—**→ → + Punch**

Hop Kick—**→ → + Kick**

Uppercut—**↓ ↘ → + Punch**

Sliding Kick—**↓ ↘ → + Kick**

Roundhouse Kick—**← → + Kick**

Block—**Hold Punch + Kick (Move D-pad to evade)**

Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)

Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—**→ → + Punch**

Flick-Flack—**→ → + Kick**

Flash Kick—**↓ ↘ → + Kick**

Reverse Flash Kick—**← → + Kick**

Jump Kick—Jump, **Kick** (no kidding)

Twist Kick—Jump, **↓ + Kick**

Block—Hold Punch + Kick (use D-pad to evade)

Taser Combo—With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)

Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

• If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

• When the Monarch Bat makes its sweeping attack, press Punch + Kick to block, you won't take any damage. However, blocking will not protect you from the bat's fire attack.

• At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes at the "Input Code" screen in the "Game Setup" menu:

All tanks on—T H R T N

All weapons on—S R T H M B

Level Select on—B C K D R

Lots of tank bucks on—D P P C K T S

Brandon gang on—S M S L G N G

Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, X, □, START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears, hold **L2** and enter the following code quickly: **Up, Down, Left, Right, △, X, X, △, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**

Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**

Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times, you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press **X, □, R2, L1, O, X, □, □, □**. You'll then be able to enter any stage.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one.

• Access All Characters—**Right, Right, △, Left, Left**

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• Tarot Reading—**Up, △, Down, △, Up**

This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode—**△, Left, Right, Left, △**

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• "Talk Demo" Mode—**□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □**

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

CENTIPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**, now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**, you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press **X** twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words.

Unlock all classes—**ALL EVENTS**

Unlock all tracks in Single Race mode—**DIRT TRACKS**

Big head—**GROSSE TETE**

Unlock Fox Movie in "Extras" screen—**LIVE ACTION**

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2 + X + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your

name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—CHEAT
Unlock all Special Events—IMSPECIAL

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected.
△△△△×□△△
△△□×△○△△
△○□△××××

CRASH BANDICOOT 2 CORTEX STRIKES BACK

10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15. Un Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "henging" area with flying spikey creatures. While Crash is henging, use the ○ or R1 button to lift his legs up and allow the spiked guys to pass below him, take it slow, advancing only one "step" for each enemy "leap." If you get through, you'll be warped to the second secret level.
Bring Back Bosses
If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene--where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Pente Penguin—Hold **L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right, ○, ○, Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1**, press **Left, △, Right, Down, Right, ○, Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down, ○, Left, Left, △, Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track/North Bowl/Lab Basement/Perking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, ○, Left**
Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down Right, Up △, Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left, △ Right, Left, ○, Right, Down, Down**
Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CROC 2

Cheat Menu
At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, ○**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.
Infinite Crystals
At the title screen, hold **L1** and press **□, □, ○, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press **□** to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passcodes
To reach the Passcode screen, press **○** at the "Courses" screen.
Unlock Cyber Badlands—HARESO
Unlock Cyber Canyons—NAMOPI
Unlock Cyber Sawgrass—SECARE
Unlock Cyber Summerlin—PORASO
Unlock all courses—POQAKI

DARKSTALKERS 3

Play as Soul Stealer
In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.
Play as Soul Stealer 2
In Arcade mode, highlight the "?" box at the character select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body, also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.
Play as Night Warriors Talbain
At the character select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.
Play as Shin Bishamon
At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim
At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up, ○**. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.
Unlock All Bikes
At the main menu, select "PROQUEST," then select any rider at the following screen. Next, when the bike selection screen appears, press **Up, Left, Up, Down, Up, Right, Left, Right, ○**. You'll hear a special sound effect after entering the code correctly.
Unlock All Styles and all Levels
At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left, ○**. In order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER

Cheat Code
At the main menu, press **X, X, □, □, △, △, ○, ○**. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats
At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.
Skeleton mode—**○, □, △, △, □, ○**
Pop top mode—**□, □, ○, ○, R1, R1**
Big head mode—**R1, R1, L1, L1, △, △**
Electric mode—**□, □, L1, L1, R1, R1**
Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Disable laser sight—**L1, L1, △, △, L1, L1**
Slow rockets—**L1, R1, R1, L1, △, □**
First Person View—**○, ○, △, △, □**
Gun Mode Cheats
At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—**△, △, ○, ○, L1, L2**
All weapons—**L1, L1, R1, R1, ○, ○**
Infinite ammo—**□, □, ○, ○, L1, L1**
Auto reload—**□, □, △, △, ○, ○**
Slow motion—**△, L1, △, L1, △, L1**
Slow rockets—**L1, R1, R1, L1, △, □**
Driving Mode Cheats
At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—**△, △, ○, ○, L1, L2**
Infinite Nitro—**L1, L1, R1, R1, ○, ○**
Infinite time—**L1, R1, □, □, R1, L1**
Rain mode—**□, □, L1, L1, △, ○**
Invisible car body—**L1, R1, R1, L1, L1, R1**
Debug Menu
At the main menu, press **L1, L1, ○, ○, □, □**. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Cheat Codes
Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.
• Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
• Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
• Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
• Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
• Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
• Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
• Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes
Press **START** during the game to pause, then enter any of the following codes at the pause screen.
Invincibility—**L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT**
Invisibility—**L1, R1, L1, R1, L1, R1, L1, R1, L1, R1**
Double Damage—**L2, R2, L2, R2, L2, R2, L2, R2, L2, R2**
Big Head—**R1, R1, R1, R1, R1, R1, R1, R1 Up**
Tiny Head—**R1, R1, R1, R1, R1, R1, R1, R1, Down**
Big Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, Left**
Tiny Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1 Right**
Enable Level Select at main menu—**Down, Down, Down, Down, Down, Down, Down, Down, Up**
All Weapons—**L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**
Unlimited Ammo—**Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT**
All Inventory—**R1, R1, R1, R1, R1, L2, L2, L2, L2, L2**
All Keys—**Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

DUNE 2000

Reveal Entire Map
During gameplay, move the cursor to your team icons and press **X** at each icon in this order: **□, ○, X, △, △, □**. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

EAGLE ONE HARRIER ATTACK

Secret Codes
From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code.
Unlock all missions—**R1, L1, R2, L2, START**
Infinite ammo—**R1, L1, R2, L2, R1**
God mode—**R1, L1, R2, L2, L1**

FEAR EFFECT

Cheat Codes
From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—**L1, △, Up, Down, ○, ○, △, □, Down, R1**
Expert Mode—**Down, Down, Down, △, Down, Down, Down, □, Left, Right**
Instant Puzzle Solutions—**L1, △, Up, Down, ○, ○, Down, Down, Down, Up** (thanks, Chris)
Infinite Health—**L1, △, Up, Down, ○, ○, △, □, Right, □**
Max Ammo—**L1, △, Up, Down, ○, ○, △, □, Left, △**

FROGGER

Stage Select
During gameplay, press **START** to pause, then press **Right, □, △, □, △, R1, L1, R1, L1, ○**. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right, □, △, □, △, X**.

GEKIDO: URBAN FIGHTERS

Cheats
To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
Unlock Deformed mode—DEFORMANIA
Unlock Skeleton mode—RONECRACK

GHOST IN THE SHELL

Stage Select
At the main menu, press **R2, R1, □, □, Up, Down, □, □, R2, R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press **X** again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
Start with $1,000,000—BIGSCORE
Start with all weapons and 99 ammo—NAVARONE
Start with x5 Multiplier—HIGHFIVE
No Police—LOSEFEDS
Display Coordinates—WUGGLES
Area Select—ITSALLUP
Start with unlimited health—LIVELONG
Start with max. Wanted Level—DESIRES

GRIND SESSION

Unlock All Tricks
At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level
At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading" screen to confirm the code; now the computer-controlled fighters will be much more effective in one player mode.

Secret Characters Testament and Justice
To access the *Guilty* Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character Baiken
To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1 + L2 + R2 + R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

HOGS OF WAR

Secret Codes
Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission."
View FMV sequences—PRYING PIGS
Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1 + L2**, press X to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

HOT SHOTS GOLF 2

Unlock Everything
From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race, you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time.
Unlimited Turbos—**R2, L1,** □, △, **R1, L2, L1, R2**
Small cars—□, **R2, L2,** △, △, **L2, R2,** □
Large tires—□, △, □, △, **R1, R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1 L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2,** □, △, **L1, R1**
Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features.
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two Player Fun
At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways
Hold **Right** or **Left**—Skinny player
Hold **Up** or **Down**—Big head player
Press **X**—Whistle sound effect
Press □—"Boo" sound effect
Press △—Bicycle horn sound effect
Press O—Drum hit sound effect

IRRITATING STICK

Extra Lives
To start with seven lives instead of the usual three, enter the following code. At the mode select screen, highlight "1P Play" and press **Right** on the D pad four times. Highlight "Tournament" and press **Right** on the D pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L2,** □, △, O, X, **R2, R2,** you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X, you'll hear a gong to confirm. Now all of the levels—including the Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right R1,** O, □, △, △, the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JET MOTO

Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press O, O, O, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects
2 Player vs CPU— O, □, **R2,** O, △, **L2, Right, Up**
Double Stunt Points—**Right,** Up, O, **L2,** △, O, **R1, R2**
Unlimited Turbos—△, O, **Right, R2, Up,** □, Up, △
Rocket Racer—△, Up Up, **L2, L2, Up, Up, Up**
Multiple Camera Angles—△, **Down,** □, △, **L1, L1, R1, R1**
No Resistance—□, **L1,** △, **Right, L1, Down, R2,** △
Super Ability—**Down,** O, **Left, L1, Left, Right, Left, Right**
Air Brakes—**R1, R2, Right, L2,** Up, O, Up, O
Ice Racing—**Up, R2, R1, Right, L1,** □, **Right, Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Right, Down, Left, Up,** Right, **Down, Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting **"EXIT"** and pressing the X button, if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu, highlight Li'l Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1,** you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu, highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right,** □, **R2,** O, **L2,** you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu, highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right;** you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2,** you'll hear a signal to confirm. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left,** □, **Down,** △, **Right,** O, **L1, R1,** you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting called "Insane."

KURT WARNER'S ARENA FOOTBALL UNLEASHED

Secret Cheats
At the versus screen just before the game starts—immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left) press Turbo once, Jump two times and Pass three times, then press **Left** on the D pad. A message will appear to confirm each code.
Super field goals—1-2-3-Left
Allow stepping OB—2-1-1-Left
Power up blockers—3-1-2-Left
Fast passes—2-5-0-Left
Super passing—4-2-3-Right
Huge head—0-4-0-Up
No first downs—2-1-0-Up
No interceptions—3-4-4-Up
Infinite turbo—5-1-4-Up
Super blitzing—0-4-5-Up
Power up teammates—2-3-3-Up
Power up defense—4-2-1-Up
Show field goal %—0-0-1-Down
No random fumbles—4-2-3-Down
Hide receiver name—1-0-2-Right
Big football—0-5-0-Right
Team tiny players—3-1-0-Right
Team big players—1-4-1-Right
Team big heads—2-0-3-Right
Big head—2-0-0-Right
Avengers stadium—1-1-5-Left
Show more field—0-2-1-Right
No CPU assistance—0-1-2-Down
Power-up offense—3-1-2-Up
Headless team—1-2-3-Right
Fast turbo running—0-3-2-Left
Invisible—4-3-3-Up
Hyper blitz—5-5-5-Up

LOONEY TUNES RACING

Unlock Characters & Courses
Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code.
Foghorn Leghorn—**Right, Right, L2,** □, □, **SELECT**
Pepe Le Pew—**Left, Right, R1,** O, □, **SELECT**
Yosemite Sam—**Left, Right, R2,** □, O, **SELECT**
Sylvester—**Left, Left, L1,** △, **L1, R1, SELECT**
Rocky—△, **Left, R2,** O, O, **SELECT**
Granny—O, △, △, **L1, R1, SELECT**
Gossamer— △, O, **R2, R1,** □, **SELECT**
Duck Dodgers—**L1,** □, □, △, O, **SELECT**
Evil Scientist—□, O, **L2, R2,** △, **SELECT**
Smokey The Genie—□, **L1, R1,** △, O, **SELECT**
Hector— △, **L2, L1,** △, □, **SELECT**
Planet Y—**Right, Left,** △, **L2, L1, SELECT**
Wackyland—**L1,** O, □, **R2** △ **SELECT**

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game
Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right,** △, **START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.
View All FMV Scenes
After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of *Lunar*" CD with either of the two game discs. Now select "Exit" from the mini-game menu, you'll see all of the FMV scenes on the disc you've loaded.

MARVEL SUPER HEROES

Alternate Colors
To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen.
• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D pad for three seconds and press an action button before releasing **Up**.
• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D pad for three seconds and press an action button before releasing **Down**.
Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off".
• Dr. Doom—Press **Down, Down, Down**, then press and continue to hold X, then O, then **R1** (you should still be holding X and O when you press **R1**)
• Thanos—Press **Up, Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding L1 and △ when you press □)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen.
• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press, wait three seconds, then press and continue to hold X, then O, then **R1** (you should still be holding **Down** + X + O when you press **R1**)
• Thanos—Press **Up, Up** and continue to hold **Up** on the second press, wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)
Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters.
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner
EX Option Menu
From the main menu, select "Option." Next, press **R1,** O, **Left,** △, △ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The EX Option menu will appear.

MEDAL OF HONOR: UNDERGROUND

Secret Passwords
At the main menu, select "Options," then select "Passwords." At the following screen, enter any of the passwords below to obtain the corresponding result.
D W I E C R A N S—Staff screens
M O H U E Q U I P E—More staff screens
M O H D E S S I N S—Cartoon gallery
R I C O C H E T—Bouncing Bullets

LATIREUSE—Podoski Mode
BALLESVITE—4x Firing Rate
PUISSANCE—Invulnerability Mode
AUTODINGUO—Wacky Taxi Mode
Unlock Everything
First, enter ENTREZVOUS as a password. Now you may enter any of the following passwords
PORTECLEFS—Unlock everything except Panzerknacker Unleashed!
LEMONSTRE—Unlock Panzerknacker Unleashed

MEDIEVIL II
Cheat Mode
At any time during gameplay, press **START** to pause, then hold **L2** and press △, O, △, O, O, △, **Left**, O, **Up**, **Down**, **Right**, O, **Left**, **Left**, △, **Right**, O, **Left**, **Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN X5
Start With Ultimate Armor
At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the **Ultimate Armor**.

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD
Unlock all Boards, Costumes, Levels and Skaters
At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name. Note that some of the unlocked items, like levels and skaters, will only be available in modes other than "Lifestyle."

MUPPET RACE MANIA
Secret Codes
Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code
Unlock Fraggle Rock—X, □, X, □, X, □, △, O, X, □
Unlock end courses—O, △, □, △, X, △, □, O, △, X
Unlock Arches—□, O, X, O, □, △, O, X, O, △
Unlock Studio—□, □, O, O, X, O, △, O, △, □
Unlock all Muppets and vehicles—△, O, △, □, △, X, △, △, X, O

N2O NITROUS OXIDE
Cheat Codes
Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:
XX□XXX△△—Infinite Firewalls
□X○□X□○□—Infinite weapons
○XX△□△□○—Infinite lives
□△○△X△□X—Access any level
□□□△○△□□—Bonus level access
XXX□△○X△—Enable fifth ship (Speedcore)
○X□△△○△○—Activate "water" effect
□△X△○□△X—Bonuses don't reset when you die

NANOTEK WARRIOR
Cheat Codes
Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu
• Refill Shield—**SELECT**, O, **Right**, **Up**, **Up**, **L1**, **L1**, X
• Warp Speed Boost—O, □, O, □, △, △, △, X
• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)
• First-Person Viewpoint—△, O, □, □, △, △, **SELECT**, **START**
• Randomize Level Curves—O, **SELECT**, **Left**, □, □, **Down**, **Up**, X
Passwords
Level 2—□XXX□□X△△
Level 3—X○XXX□□△□
Bonus Level 1—○□XX□XXX△
Level 4—△X□X□□△X○
Level 5—○X□XX□△△X
Level 6—X□□X□□△X○
Bonus Level 2—□□□X□□△△□
Level 7—XXX□X△○△□
Level 8—□XXX□X○X△○
Level 1 with upgraded NanoTek ship—X□X□□○X△X

NASCAR 2001
Secret Codes
Unlock alternate John Andretti Car—Hold **R1** and press □, △, □, △
Unlock KC Monoxide (#101)—Hold **L2** and press □, O, X, **Down**, **Up**, **Right**, **Left**
Unlock 'Shorty' Leung (#100)—Hold **R2** and press □, O, X, **Up**, **Down**, **Left**, **Right**
Unlock Jocko Michaels (#167)—Hold **L1** and press □, △, □, O, □, X
Unlock Asher Boldt (#153)—Hold **L2** and press □, O, △, X
Unlock Proving Grounds Track—Hold **R1** and press **Left**, O, **Up**, **Down**, **Right**, **Right**, **Right**
Unlock Treasure Island Track—Hold **L2** and press □, O, □, **Up**, **Up**, **Down**, **Up**, **Left**, **Right**, X

NASCAR RUMBLE
All Tracks & More Cars
From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C9PSAUBNAA" to unlock lots of cars and every track.

NEED FOR SPEED: HIGH STAKES
Secret Vehicles
Enter any of the following passcodes as your user name to unlock the corresponding vehicle.
HOTROD—Unlocks the Titan
FLASH—Unlocks the Phantom
WHIRLY—Unlocks the Police Helicopter
Slower CPU
In Tournament or Special Events mode, just after you select "Race," quickly hold **Left** + □ + O until the race begins.
Blurry Mode
In any mode, just after you select "Race," quickly hold **Up** + **R1** + **L2** until the race begins.
Turbo Mode
In any mode, just after you select "Race," quickly hold **Up** + △ + X until the race begins. During the race, hold **Up** any time for a speed boost.

NEED FOR SPEED III: HOT PURSUIT
Cheat Codes
Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features
Empire City Bonus Track—MCITYZ
AutoCross Hidden Track—XCNTRY
Caverns Hidden Track—XCAVB
The Room Hidden Track—FLAYTM
Scorpio-7 Hidden Track—GLDFSH
Space Race Hidden Track—MNBEAM
Activate Jaguar XJR-15—LJAGX
Activate Mercedes-Benz CLK-GTR—AMGMRC
Activate El Nino—ROCKET
All cars and bonus tracks (not hidden tracks)—SPOILT
All Camera Views—SEEALL
Speed and Language Codes
First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the **START** button. Immediately after pressing **START**, let go and press the appropriate button combination (i.e. **Up** + **R1**+ **R2**). You must keep these buttons held down until the loading screen appears in order for the codes to work.
Slow the game down by 20%—Up + X + △
Cops Speak With Different Accent—**Up** + **R1** + **L2**
Cops Speak in German—**Up** + **R2** + **L1**
Cops Speak in Spanish—**Down** + **R2** + **L1**
Cops Speak in Italian—**Left** + **R2** + **L1**
Cops Spaak in French—**Right** + **R2** + **L1**

NEED FOR SPEED V-RALLY
Cheat Codes
Watch the game's loading sequence carefully, when you see the Infogrames logo begin to appear on a white background, quickly press **Up**, **Down**, then immediately hold the △ button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen, this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and O buttons immediately you can enter any or all of the additional codes shown below, these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears
• Hold **L1** and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
• Hold **L2** and the words "NARROW ON" will appear, now the tracks will be more narrow in Arcade mode.
• Press **Left**, then press and continue to hold **R2**, the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
• Press **Left**, then **Right**, the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

NGEN RACING
Cheats
Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.
400,000,000 credits—**R2**, **L2**, **R2**, **L1**, **R2**, **R1**, **R2**, **L1**
1st place in all races—**R1**, **L1**, **R1**, **R2**, **L2**, **R2**, **L2**, **L1**
Obtain all secret jets—**R1**, **R2**, **L1**, **L2**, **L2**, **L1**, **R2**, **R1**

NIGHTMARE CREATURES
Cheat Password
Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ O △ □ ↓. Next, choose "Start Game", a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues, you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II
Stage Select
At the main menu, hold **R2** + **L1** + O + □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. The stage name displayed when you press X will be where you'll start the game.
Cheats Menu
At any time during gameplay, press **START** to pause, then hold **R2** + **L1** + O + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

NO ONE CAN STOP MR. DOMINO
Secret Characters
To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D&M●?O, you must achieve a score that the game considers to be "the best in the US" in all six stages. These rankings show up each time you clear a stage, unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, US, World, Earth, Universe.

ODDWORLD: ABE'S ODDYSEE
Level and Movie Select
Enter these codes at the main menu
• Level Select—Hold **R1** and press **Down**, **Right**, **Left**, **Right**, □, O, □, △, O, □, **Right**, **Left**.
• Movie Select—Hold **R1** and press **Up**, **Left**, **Right**, □, O, △, □, **Right**, **Left**, **Up**, **Right**
• Green Farts—Hold **R1** and press **Up**, **Left**, **Right**, □, O, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS
Checkpoint Skip
At any point in the game, hold **R1** and press O, O, X, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."
Stage Select
At the main menu, hold the **R1** button and press **Down**, **Up**, **Left**, **Right**, △, □, O, △, □, O, **Down**, **Up**, **Left**, **Right**.
Video Scene Select
At the main menu, hold the **R1** button and press **Up**, **Down**, **Left**, **Right**, □, O, △, O, □, O, **Up**, **Down**, **Left**, **Right**.

OGRE BATTLE
Secret Level
Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."
Sound Test
Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

POWER RANGERS LIGHTSPEED RESCUE
Level Skip
From the main menu, select "Codes," then select "Enter Code." Next, enter OMEGA as your code. You'll now be able to start at any level in the game by adjusting the "Level Skip" parameter within the "Activate Codes" screen.

PSYBADEK
Cheat Passwords
GOANYWHERE—Enable level select
GREASEDDEK—Slippery board
JELLYJELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INLILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

R/C STUNT COPTER
Cheat Codes
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prospar" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
Down, **Up**, **Left**, **Right**, △, X, □, O—All Gold in training levels
Down, **Up**, **Right**, **Left**, △, X, □, O—Unlock all levels
Up, **Down**, **Left**, **Right**, △, X, □, O—Your name can be three letters longer
L2, **R2**, **L1**, **R1**, △, X, □, O—Mega Points
Up, **Down**, **Left**, **Left**, X, □, O, △—Unlock movie (selectable from the Options menu)

R•TYPES
Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold L2 and press **Right**, **Right**, **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **R2**, **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **Up**, **Down**, **R2**. You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.
Increase Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, O.
Decrease Speed
Pause the game, hold **L2** and press **Right**, **Up**, **Right**, **Up**, **Down**, **Left**, **Down**, **Left**, X.
Use Any Weapon
Pause the game, hold **L2** and press **Right**, **Up**, **Left**, **Right**, **Down**, **Left**, **Up**, **Right** and either △, □, X, or O to equip yourself with a different weapon.
Level Select
Highlight either R•*Type* or R•*Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause, you can choose any stage with the stage-select option at the pause menu.

RAINBOW SIX
Main Menu Cheats
Enter the following codes at the main menu. A message will appear after entering a code correctly.
All levels—Hold **L1** and press O, X, O, □, □, △, X, X
All items—Hold **L1** and press △, X, X, O, □, O, X, △
Invincibility—Hold **L1** and press □, X, △, △, X, □, O, O
Invincible hostages—Hold **L1** and press O, O, □, △, X, △, X, O

No terrorists—Hold **L1** and press △, ○, ○, △, □, ×, △, ○
All operatives revived—Hold **L1** and press △, △, ×, ○, ○, ×, □, □
Reveal map—Hold **L1** and press ×, ○, □, △, △, □, ○, ×
No locked doors—Hold **L1** and press △, □, □, △, ×, ○, □, △
Turn off Victory Conditions—Hold **L1** and press ○, △, △, ×, ○, □, ×, △
All attributes set to maximum—Hold **L1** and press ×, □, △, △, ○, □, ×, ×
Watch ending—Hold **L1** and press □, △, □, □, ○, ○, ×, △
In Game Cheats
At any time during gameplay, press **START** to pause, then enter any of the codes below. For the Extra Weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.
Restore ammo—Hold **L1** and press □, □, ○, △, ×, △, ×, △
Extra weapon—Hold **L1** and press ×, ○, ○, △, □, ×, □, ○
Extra pistol—Hold **L1** and press ×, △, □, ○, □, ×, △, □

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters.
S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N 0 T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus
Note that you can only have one of the three alien characters unlocked at any given time.
Cheat Menu
Enter the password "B V G G Y", then access the Options menu, you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives, it also has sound effects and movie test options.

RAMPAGE THROUGH TIME

Secret Passwords
From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu.
1 2 3 4 S—Unlock "Cheat" menu within "Options"
J 0 M 3 L—Unlock Neo Techno, Jurassic and Scumlabs stages in Challenge mode
J 0 S H S—Power Meter always full

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**, when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**, you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option, turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right**. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

REBOOT

Secret Codes
Highlight "New Game" at the main menu, then enter any of the following codes, you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.
• Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
• Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
• Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
• Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode
Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds, you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2

Secret Photo
In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again, on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.
Alternate Clothes
Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie. It's Bred Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Bred (you can't take him down with your normal gun). Next, check his body, you'll find a special key. This key opens the locker in the darkroom, if you open it, you can change into a different set of clothing at any time.
Bonus Weapons
If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Getling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.
Secret Character: Hunk
To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two, to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.
Secret Character: Tofu
To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu, just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode
Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong, you can play as Chris Redfield if you beat the second level.

RIDGE RACER REVOLUTION

Extra Cars
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.
Buggy Mode
If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier. During the *Galaga '88* game, press and hold **Down + L1 + SELECT + △ + R1**, all of the enemy ships will be automatically destroyed with exactly one shot each.
Secret Cars
Once you place 1st in all three courses in normal race mode, three super cars will appear to challenge you in Time Trial mode as follows:
Novice—13th Racing Car
Intermediate—13th Racing Kid
Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.
Spinning Mode
Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button, continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around, it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

ROBOTRON X

Instant Power-Ups
At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below, do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller, if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and × is Fire Down.
Shield—**Down, Left, □, ○**
Two-Way Weapon—**Up, △, Up, △**
Three Way Weapon—**Right, Right, □, ×**
Four Way Weapon—**Down, Down, Up, ○**
Pulse Wave—**Up, ○, Down, Right, □**
Speed Up—**Left, Left, Right, Right, △**
Flamethrower Weapon—**Down, Right, Down, Right, ○**

ROGUE TRIP: VACATION 2012

Cheat Codes
During the game, hold **L1 + R1 + R2** and press **SELECT**, you'll see the words "Cheats Enabled" in the corner of the screen. Now you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly)
Quick $10,000 Cash—Hold **R1 + R2**, press **L1, Up, Down, Up, Down**
Infinite Weapons—Hold **L1 + R1**, press **Up, Down, Up, R2**
Mega Guns Mode—Hold **L1 + R1 + R2 + X**, press **Down**
Invulnerable Mode—Hold **L1 + R1**, press **Up, Down, Left, Right**
Upgrade Weapons—Hold **L1 + R1**, press **Left, Right, Left, Right**
Note: If you hold **L1 + R1 + R2** and press **Up, Down, Left, Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press **SELECT** to deactivate all cheats.
Passwords
Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—**△, L1, R1, ×, L2, L2**
Enable Nightshade—**R1, R2, L1, L1, ×, ○**
Enable Helicopter—**L1, △, R2, △, △, R1**
Enable Alien Saucer—**R1, □, ×, □, L2, ○**
Access "Funtopia" stage (Challenge mode only)—**×, ○, L2, ×, □, L1**
Access "The Gulch" stage (Challenge mode only)—**×, □, ○, L1, L2, □**
Battle Boss 1 (Challenge mode only)—**○, R2, R1, □, L1, R2**
Battle Boss 2 (Challenge mode only)—**○, ○, L2, L1, △, △**
Infinite Jump—**○, □, R2, ×, △, R2**
Infinite Turbo—**□, ×, ○, △, R1, R2**
Double Pickups—**L1, L2, ○, L1, R1, □**
Increased Armor—**R1, △, R1, △, L1, □**
See *Duke Nukem: Time to Kill* movie—**□, □, ○, ○, △, △**
Play as Big Daddy
From the main menu, select "Options," then "Password." Enter **△, □, R2, ×, △, R2**. Big Daddy will only be selectable if you play Challenge mode in the Nuke York stage.

ROLL AWAY

Secret Codes
Each of the following codes can be entered at any time during the game (not while paused)
• Chess pattern background—**L1, ○, Left, Right, L2, Left, R2, R2**
• Enable motion blur—**Right, ○, L2, ○, R1, ○, □, ○**
• Extra 30,000 points—**□, Up, Down, L2, R1, △, ×, △** (works only once per level)
• Temporary invincibility—**Right, Down, L1, R2, R1, ○, △, □**
• 30 extra seconds in Time Trial mode—**○, L1, △, △, ○, ×, △, Down** (works only once per level)
• Warp to bonus stage—**△, Up, △, L2, L1, L2, □, ×**
• Clear screen in bonus stage—**Right, ○, □, L1, □, ○, ○, □**

ROLLCAGE STAGE II

Secret Passwords
From the main menu, select "Password." Then, select "Enter a Password." At the next screen that appears, enter any of the passwords below.
MASTERS IS AS HARD AS NAILS MON!—Harder Masters campaign
I WANT IT ALL AND I WANT IT NOW!—Unlock everything
YOU HAVE A LOTA EXPLODING TO DO—Unlock all Combat tracks
WELL IF IT AINT THEM PESKY KIDS—Unlock ATD Best Lap Cars
IS IT COLD IN HERE,OR IS IT ME?—Unlock Demolition
I AM THE MIRROR MAN, OOOOOOOOOO!—Unlock Mirror Mode
LOOK OUT! ITS ANDY GREEN—Unlock Mega Speed
IM OBVIOUSLY SICK AS A PARROT—Unlock Rubble Soccer
HERE TODAY, GONE, LATE AFTERNOON—Unlock Survivor Mode
PURSUIT, A SUIT MADE FROM CATS—Unlock Pursuit Mode

RUSHDOWN

Unlock All Tracks
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, △, ○, △, ○**. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes
Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.
3DO clouds—**L2, R2, L2, R2, □, □**
Flying objects in the sky—**R2, L2, □, L1, R1, □**

SAMMY SOSA SOFTBALL SLAM

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. Each code will take effect as soon as you press **START** again to unpause the game.
Big Softball—**R1, R2, R1, R2, R1, R2**
Ball Cannon—**L1, L2, L1, L2, L1, L2**

SAN FRANCISCO RUSH

Secret Vehicles
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold △ to race in a U.F.O.
• Hold **L1** to race in a pick-up truck.
• Hold **R1** to race in a British sportster.
When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S
Ultimate Password
Choose "Options" at the Game Select menu, then select "Settings" and use **L1** and **R1** to change the Password to "A L L V I D" This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode"

SKULLMONKEYS
Cheat Codes
Press **START** during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up, for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.
Maximum Bullets—**Down, ○, Up, R2, Left, △, SELECT, SELECT**
Maximum Phart Heads—**R1, Left, Up, L1, L1, □, Right, SELECT**
Maximum Phoenix Hands—**□, △, R2, Left, SELECT, ○, △, Right**
Maximum Universe Enemas—**Laft, △, Right, Down, △, SELECT, SELECT, SELECT**
Maximum Super Willies—**R1, Left, □, △, L1, △, R2, SELECT**
Maximum 1970s Icons—**SELECT, ○, Up, Left, Down, Up, Down, □**
Maximum Swirly Cues—**R1, Right, ○, R2, R2, □, Right, SELECT**
Maximum of All Status Items (except 1970s icons and Swirly Qs)—**L1, △, Down, R1, ○, Right, Up SELECT**
Shield—**R2, ○, ○, Down, Left, ○, Right, Down**
Clean "Pause" Screen—**L2, Left, ○, R2, Down, □, △, Down**
Change Klaymen's Color—**L2, ○, ○, Left, SELECT, L2, Up, Down**
Psycho Klaymen—**Down, Right, △, L2, Up, Left, △, SELECT**
Slow-Motion Mode—**L1, △, Left, Down, R2, △, Left, SELECT**
Super Fast Klaymen—**Left, □, R2, ○, R1, Down, ○, R2**
Tiny Klaymen—**R1, Left, □, △, R1, Left, □, △**
Shoot Heads Instead of Bullets—**Down, □, △, Down, Down, □, □ Right**
Skip Current Sub-Level—**△, L1, L1, □, Right, ○, △, Down**

SLED STORM
Passwords
Enter the following passwords from the password entry screen under "Load/Save" at the options menu
Ryan / Storm Sled—**○, △, □, R2, R2, L1, ×, △**
Tracey / Storm Sled—**○, △, □, △, R2, L1, ×, △**
Gio / Storm Sled—**○, △, □, L1, R2, L1, ×, △**
Travis / Storm Sled—**○, △, □, R1, R2, L1, ×, △**
Nadia / Storm Sled—**○, △, □, □, R2, L1, ×, △**
Jay / Storm Sled—**○, △, □, ○, R2, L1, ×, △**
Jackal / 400cc—**L2, L2, ○, R2, □, R1, L1, △**
Sergei / 400cc—**□, L1, □, L2, △, R2, ×, ○**
Sergei / Storm Sled—**○, △, □, ×, R2, L1, ×, △**
Unlock Demo Track—**R2, L1, △, □, △, R1, ○, ×**
Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak—**□, ×, R2, □, ○, R1, ○, △**
Unlock Super Snocross 3 through 6—**R2, △, ×, R2, △, □, ○, ×**
"Fog" available in Track Select—**□, L1, ×, □, R2, ×, △, ○**
"Mirror" available in Track Select—**○, L1, R2, R2 R1, ×, △, L2**

SMALL SOLDIERS
Cheat Passwords
○, ○, △, △, ○, ×, □, ×—Invincibility
△, △, ○, ○, ×, □, ×—All Weapons

THE SMURFS
Level Select
From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2**. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SOVIET STRIKE
Stage Passwords
Campaign #1: Crimea—**W O R S T C A S E**
Campaign #2: Black Sea—**G R A N D T H E F T**
Campaign #3: Caspian—**G R O Z N E Y**
Campaign #4: Dracula—**C H E R N O B Y L**
Campaign #5: Kremlin—**C I V I L W A R**

Cheat Password
Enter the password **T H E B I G B O Y S** to play with infinite ammo, fuel, armor and attempts (If one of these items should run out, it will be instantly refilled.)

SPAWN: THE ETERNAL
Cheat Codes
Each of the following codes can be entered while the game is paused
• Temporary Invisibility—**Hold L1 + R1** and press **□, □, ○, ○, △, ×**
• Temporary Invincibility—**Hold L1 + R1** and press **△, △, ×, ×, □, ○**
• All power-ups—**Hold L2 + R2** and press **△, ○, □, ×, △, ×**
• All inventory—**Hold L2 + R2** and press **×, □, ○, △, □, ○**
• Refill health meter—**Hold L1 + R1** and press **×, ○, △, □, ×, ○**
• Refill Magic—**Hold L1 + R1** and press **△, ○, ×, □, △, ○**
• Skip current level—**Hold L1 + R1 + L2 + R2** and press **△, ×, □, ○, ○, ○**

SPEED RACER
Access All Cars
At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press **△**, now all of the cars in the game will be available.
Extra Camera Views
During a race, press **START**, while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views, you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows
• **Hold L1 + L2** to race in bright daylight
• **Hold R1 + R2** to race at night
• **Hold L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD
Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press **○, □, ○, □**.
Hidden Messages
Also at the "globe" menu, hold the **START** button and press **○, △, △, ○**. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press **○, ○, ○, ○** to see a hidden message. You can also try **△, △, △, △** or **□, □, □, □**, repeat each code to turn the corresponding message off.
Handbag Code
At the globe menu, hold the **START** button and press **□, △, ○, △**. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press **○, △, △, ○**. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls ... naked?

SPIDER: THE VIDEO GAME
Cheat Codes
Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen
• Refill Energy + Weapon Power-Up—**Press △, ×, ×, ×, ○, ×, □, △, ×, △, ○** Repeat whenever necessary
• Change into a Flea—**Press △, □, ○, △**. Repeat the same code to change back into the spider

SPIDER-MAN
Cheats
From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.
Unlock almost everything—EEL NATS
Symbiote Spidey costume—BLKSPIDR
Spidey 2099 costume—TWNTYNDN
Captain Universe costume—S COSMIC
Spidey Unlimited costume—PARALLEL
Scarlet Spider costume—LETTER S
Amazing Bag Man costume—AMZBGMAN
Ben Reilly costume—BNREILLY
Peter Parker costume—MJS STUD
Quick Change costume—ALMSTPKR
Storyboard viewer—CGOSSETT
All 6 game comic covers—ALLSIXCC
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Charactar viewer—CVIEW EM
What if contest—GBHSRSPM
Big heed—DULUX
Joel Jewett as J. Jonah Jameson—RULUR
invulnerable—RUSTCRST
Infinite webbing—STRUDL
Debug info on screen—LLADNEK

SPORTS CAR GT
Secret Codes
Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.
Down, Down, Left, Right, Up, Laft, Circle, R2—Unlock all tracks and classes
Up, Laft, Left, Right, Down, Right, L1, Square—Start with $1,500,000 in Season Mode

SPYRO THE DRAGON
99 Lives
At any time during the game, press **SELECT, □, □, □, □, □, □, ○, Up, ○, Left, ○, Right, ○, START**.

SPYRO 2: RIPTO'S RAGE!
Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.
Learn all abilities—**○, ○, ○, ○, □**
Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1, ○**
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2, □**
View credits—**□, ○, □, ○, □, ○, Left, Right, Left, Right, Left, Right**
Find Gems
At any time during gameplay, press **L1 + R1 + R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.
Change Spyro's Color
At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down, Left, Up, □, R1, R2, L1, L2, Up, Left, Down, Right, Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.

Red—○	Green—△
Blue—×	Light—**Up**
Pink—□	Dark—**Down**

SPYRO: YEAR OF THE DRAGON
Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll hear a special sound effect after entering a correct code; note that you may also hear other sound effects while entering a code.
Big head Spyro—**Up R1, Up, R1, Up, R1, ○, ○, ○, ○**
Flat Spyro—**Left, Right, Left, Right, L1, R1, L1, R1, □, ○**
Dark Spyro—**Up, Left, Down, Right, Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down**
Light Spyro—**Up, Left, Down, Right, Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up**
Blue Spyro—**Up, Left, Down, Right Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, ×**
Green Spyro—**Up, Left, Down, Right, Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, △**
Magenta Spyro—**Up, Left, Down, Right, Up □, R1, R2, L1, L2, Up, Right, Down, Left, Up, □**
Red Spyro—**Up, Left, Down, Right, Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, ○**

STAR GLADIATOR
Play as Bilstein
At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press **×, ○, ×, ○, □, □, □, △, △, △**, then **○ + ×** simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.
Play as Kappah
Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press **○, □, △, □, ×, □, △, □, ○, □**, then **△ + ×** simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.
Play as Blood
Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor laft to Bilstein, press **×, □, ×, □, ×, □**, then press Right to highlight Kappah and press **○, △, ○, △, ○, △**, then press **L1 + R1** simultaneously. You'll haar a signal to confirm the code and Blood will appear to tha right of Kappah.

STAR TREK: INVASION
Watch Credits Movie
At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear.
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION
Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE
Debug Menu
At the main menu, move the cursor to "Options" and press **△, ○, Left, L1, R2, □, ○, Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press **△**.

STREET SK8ER
Secret Codes
Enter the following codes at the main menu
Right, ○, □, Left, □, ○, R1, L1—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, Right, Right, ○, R1, R1—Unlock Sarah
Left, Right, ○, □, R2, L1, L2, R1—Unlock Mick
Right, ○, Left, Left, ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2
Secret Codes
Enter the following codes at the title screen
Unlock all skaters—**Left, Left, ○, ○, L2, □, Right, R2**
Unlock all boards—**○, ○, □, ○, □, □, ○, R1**
Unlock all courses—**Left, Right, Left, Right, ○, ○, R1, □**
Max Trick Level and Skill Points—**L1, □, Left, Left, R2, Left, R1, Left**

SUPER PUZZLE FIGHTER II TURBO
Secret Characters
Each of the following codes works at the character-select screen in all modes except Street puzzle mode.
Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down, Down, Down, Left, Left, Left, ○**
Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down, Down, Down, Right, Right, Right ○**
Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down, ○**
Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down, ○**

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down, O** (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down, O** (same as Dan code, but you must press O at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, O**
Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, Left, O**
Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, Right, O**
Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, O**

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER

All Weapons + Infinite Ammo
During the game, press **START** to pause. Highlight "Weapons" at the pause menu, hold **Right + L2 + R2 + □ + O** and press **X**
Stage Select
During the game, press **START** to pause. Choose "Options" at the pause menu, highlight "Select Mission," then hold **Left + L1 + R1 + SELECT + □** and press **X**
Movie Theater
In the first stage, go to the movie theater and stand in the doorway, then press **START** to pause. Highlight "Map" at the pause menu, then hold **Right + L2 + R1** and press **X**. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie theater.
Hard Difficulty
At the title screen, highlight "New Game," hold **Left + L1 + R2 + SELECT + □ + O** and press **X**
Super Ammo
Pause the game and move the cursor to "Silenced 9mm" in the "Weapons" menu. Then, Hold **Left + L1 + R2 + SELECT + □ + X** (in that order). You'll hear a sound effect confirming input of the code

SYPHON FILTER 2

Hard Difficulty
At the title screen, hold **Up + SELECT + L1 + R2 + □ + O** and press **X** twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.
End Level
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right + L2 + R2 + O + □** and press **X**. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.
Super Agent
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2 + SELECT + O + □** and press **X**. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.
Watch All Movies
During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right + L1 + R2 + O** and press **X**. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TARZAN

Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold **O + □ + SELECT** and press **Right, Right, Right, Up, Left, Down, R2**
Unlock Tatsumaru
At the "Mission" screen, hold **O + □** and press **R1, R2, L2, L1, Up, Down, Left, Right, SELECT**. You must press **Right** or **Left** repeatedly to scroll the selected character to Tatsumaru.
Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission." Next, at the "Edit Mission" screen, hold **L2** and press **O, □, Left, Right, O, □**. You'll hear a special sound effect if you entered the code correctly. Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo.
Unlock Missions in Mission Editor
At the "Edit Mission" screen, hold **O** and press **Up, Up, Down, Down, Left, Right, Left, Left**. You'll hear a special sound effect if you entered either code correctly.
Unlock All Items
At the "Items" screen, press **□, □, O, □, O, O, Left, Up, Down, Right, R2, R2**. All items will appear after entering the code correctly.
Increase Item Count
At the "items" screen, hold **R1 + □** and press **Right, Down, Left, Up**. The inventory of each of your items will increase by **1** after entering the code correctly. You may enter this code repeatedly to obtain up to **98** of every item.
Complete Map
At any time during gameplay, hold **SELECT** and press **O** five times. After entering this code correctly the entire mission's map will be revealed. You'll have to repeat this code every time you look at the map.
Restore Health
At any time during gameplay, press **START** to pause, then hold **□** and press **Left, Right, Up, Down**. When you release **□** the game will unpause automatically and you'll have all your health. Each time you use this code, it will count as being spotted once.

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press **SELECT** to enter the sub-screen. Then, hold **Down + R1 + R2 + L1 + L2** and press **△**. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory.
Unlimited Medipacks & Ammo, Plus Revolver & LaserSight
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press **△**. You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.
Special Features
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press **△**. You won't receive any special confirmation for entering this code correctly. Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press **△**. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes
At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.
100% Health—**SELECT, SELECT, O, O, Up, Up, SELECT**
0% Health—**SELECT, SELECT, O, O, Down, Down, SELECT**
Invincible—**SELECT, SELECT, O, O, △, △, △, △**
Invulnerable to Enemy Bullets—**SELECT, SELECT, O, O, △, SELECT**
HUD Toggle—**SELECT, SELECT, O, O, Left, Right, SELECT**
Max. Weapons—**SELECT, SELECT, O, O, L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT, O, O, SELECT, SELECT, O, O**
Complete Mission—**SELECT, SELECT, O, O, SELECT, O**
Debug Info—**SELECT, SELECT, O, O, L2, R2**
Camera Cheat—**SELECT, SELECT, O, O, R2, R2**
Move all objects and enemies by walking—**SELECT, SELECT, O, O, SELECT, SELECT, △, △**
Remove all objects except enemies—**SELECT, SELECT, O, O, SELECT, SELECT, □, □**
Display movement boundaries—**SELECT, SELECT, O, O, △, △, □, □**
Run faster—**SELECT, SELECT, O, O, □, □, O, O**
Main Menu Codes
Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission evan though some of them may be dimmed.
Unlock All Movies—**SELECT, SELECT, O, O, L1, L1, L1, L1, L1, L1, L1**
Access All Missions—**SELECT, SELECT, O, O, L1, L1, O, L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes
Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press **O, Right, Up, Down, O, Right, Up, □, △**
All stats at 10—Hold **L1** and press **□, △, Up, Down**
All stats at 13—Hold **L1** and press **X, □, □, △, Up, Down**
Unlock Levels—Hold **L1** and press **△, Right, Up, □, △, Left, Up, □, △**
Unlimited Special—Hold **L1** and press **X, △, O, Down, Up, Right**
Big Head Mode—Hold **L1** and press **□, O, Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press **□, O, X, Up, Down**
Slow Motion Mode—Hold **L1** and press **□, Left, Up, □, Left**
Unlock Private Carrera
First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press **△, Up, △, Up, O, Up, Left, △**. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything
At any time during gameplay, press **START** to pause, then hold **L1** and press **X, X, X, □, △, Up, Down, Left, Up, □, △, X, △, O, X, △, O**. The words on the pause menu will shake. Next, select "End Run," and messages will appear describing all the newly unlocked items and features—including the ability to play as Spider-Man!
Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Infinite Special—Hold **L1** and press **X, △, O, O, Up, Left, △, □**
Faster gameplay—Hold **L1** and press **Down, □, △, Right, Up, O, Down, □, △, Right, Up, O**
Fatter player—Hold **L1** and press **X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left**. You may enter this code multiple times to increase the effect.
Thinner player—Hold **L1** and press **X, X, X, X, □, X, X, X, X, □, X, X, X, X, □**. You may enter this code multiple times to increase the effect.
Turn blood off—Hold **L1** and press **Right, Up, □, △**. Repeat this code to turn the blood back on.
All stats at 10—Hold **L1** and press **X, △, O, □, △, Up, Down**
Big head—Hold **L1** and press **□, O, Up, Left, Left, □, Right, Up, Left**
Sections of the area flash different colors—Hold **L1** and press **Down, Up, □, O, Up, Left, Up, X**
Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up, □, △, Left, Up, Left, Up, Down, Up, □, △**
Flying skater—Hold **L1** and press **Up, Up, Up, Up, X, □, Up, Up, Up, Up, X, □, Up, Up, Up, Up**
Wireframe graphics—Hold **L1** and press **Down, O, Right, Up, □, △**

TREASURES OF THE DEEP

Complete Code Collection
Each of the following codes must be entered while the game is paused; just press **START** to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated, just enter the same code a second time to switch it off.
• Infinite air—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, O, X, □, Up, Right, Down, Left**
• Infinite health—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, △, X, X**
• Turbo speed—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R2, R1, R2, R1, R2**
• All equipment—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2**
• All weapons—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**
• Complete current mission—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, △, △, △, Down, Down, Down**
• Access all missions—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, Down, Right, Up, Left, △, X**
• All missions complete—**Down, X, Left, □, Up, Up, △, △, Right, Right, O, O, □, X, X, X, □, △, △, △, □, X, X, X**

TRICK'N SNOWBOARDER

Resident Evil Snowboarders
At the title screen, press **△, △, X, X, □, O, □, O**. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY 2001

Triple Play Dream Team
From the main menu, select "Single Game." Then, when you reach the Team Select screen, press **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team.

TWISTED METAL

Cheat Passwords
To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.
O △ □ O O—Warehouse District Warfare
X □ □ O △—Freeway Free For All
X △ □ O □—River Park Rumble

×□△△△—Assault on Cyburbia
□△×O×—Rooftop Combat—The Final Battle
△×O□△—Battle with Minion
□△O□□—Secret Level: The Fight of Your Life
△_□OO—Infinite Weapons
□△×_O—Invincibility
OO△×_—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes
Enter any of the following codes at any time during the game (but not while paused):
Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down Up**
Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Note: If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up**, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will get Infinite weapons and turbo but the invincibility will be turned off.
Homing Napalms
If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with **L1** or **R1**, then hold **L2** and press **Up, Down, Down, Left, Left, Left, Right, Right**. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.
Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.
Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**
Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.
Minion Special
To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full.
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones.
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III

God Mode
At any time during gameplay (not while paused), quickly press **Up, Down, Up, Up, O, Right, △, □, Up, Down, L2**
Temporary Invisibility
At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right.**
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
O, O, L1, L1, START—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode
START, START, START, START, START—Unlock memory card save option

TWISTED METAL 4

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.
God Mode—**Down, Left, L1, Left, Right**
Unlock Minion—**△, L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down, R1, Right, R1, L1**
Unlock Moon Buggy—**START, △, Right, L1, START**
Unlock RC Car—**Up, Down, Left, START, Right**
Unlock Super Auger—**Left, O, △, Right, Down**
Unlock Super Axel—**Up, Right, Down, Up, L1**
Unlock Super Thumper—**O, △, START, O, Left**
Unlock Super Slamm—**Right, L1, START, O,**
All items are Napalms—**Right, Left, R1, Right, O**
Unlimited special weapons—**△, L1, Down, △, Up**
CPU attacks only you—**Right, △, Right, △, L1**

URBAN CHAOS

Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**.
Extra Weapons
At any time during gameplay, hold **□ + O + △ + X** and press **Right**. Each time you do this, weapons will appear around you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything
From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + SELECT**. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing **X** at the corresponding box.

VIEWPOINT

Invincibility
Press **START** to pause the game, then press **□, O, △, Right, Left, Down, R1, L2, R2, L1**
Stage Skip
Press **START** to pause the game, then press **□, □, O, O, △, X, □, Up, Up, Down, Down, L1, R1, SELECT.**

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:
W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size
S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode
i _ W I L L _ N O T _ D i E—Invincibility
HARDEST_OF_ALL—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **X** again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 Levels
At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

VR SPORTS POWERBOAT RACING

Secret Codes
Enter one of the following names at the "Name Entry" menu to get different effects as follows:
DEFORM—Gives the racers huge heads
LARGE—Gives the boats huge motors
COMPACT—Makes the boats super tiny
LONGONE—Makes the boats longer
SPEEEED—Makes your boat faster
HELP ME—Turbo power-ups will be scattered throughout the courses, pick them up for extra speed

VTENNIS

Secret Characters
At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down, △, △, △, △, X**. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.
To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and **□**, then, while holding those buttons down, press **X**. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps:
□□_O□X□△—Preview the Epilogues
□_O□△XX□—Check the Special Upgrades
△X_OOX△□—Preview the Movies
XOO□X△O△—Kali Mode (Powered-Up Weapons)
□O□□△XX△—Thor Mode (9999 Flesh Bombs)
△△O△□△△X—Infinite Weapons
OOO_X△XX—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)
△□X△XX□□—Desert Level
△□X△O□OX—Pyramid Has Risen
△OX△OOX□—Desert is All But Done
O△△XOO□O—Canyon Level
O□O□XOO△—In the Canyon with Amber
O△X□OO△△—In the Canyon with Belle
O□△□△△△□—In the Canyon with Crystal
OOO□△△□△—Approaching Uma
X△X□□△□△—Airship Level
XO△△OOOX—Post-Transformation Airship
X□△OX△□□—Airship Rear Hanger Open
□△XXX△OO—Volcano Level
□□XO△O□△—Volcano Boss is Active
△O△O△X□□—Gauntlet Level
△OX△OX△□—East Gauntlet Boss
△OO□△OOX—West Gauntlet Boss
△OO△△X□△—In with the Gatekeeper
△X△□OXOO—Stormland
△XX□O□OX—Above 1st Force Field
△X△△△XO△—Above 2nd Force Field
△X□O△X△□—Above 3rd Force Field
△X□△O□XX—Kreel's Door is Open
△X△□□□X△—Face-to-Face with Kreel

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused:
• Red Beam—**Right, Up, Left, O, Up, O, O**
• Restore Energy—**R1, △, L1, Left, △, O, X**
• 10 Grenades—**R1, X, R1, Right, □, Right, □**
• 10 Missiles—**X, O, R1, Right, △, X, △**
• Open all Levels—**Up, Left, Down, R2, Right, □, X** (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen.)

WU-TANG: SHAOLIN STYLE

Unlock All Characters
At the main menu, press **Right, Right, Right, Right, Left, Left, Left, Left, □, O, □, O**. You'll hear a special sound effect if the code was entered correctly.
Even More Characters
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing **X** while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.
Fearmentor—Hold **SELECT** and press **X** at RZA
Cerith—Hold **SELECT** and press **X** at GZA
Lecher—Hold **SELECT** and press **X** at Ol' Dirty
Xin—Hold **SELECT** and press **X** at Inspecta Deck
Bone Gear—Hold **SELECT** and press **X** at Raekwon
Gasche—Hold **SELECT** and press **X** at Masta Killa
Otis—Hold **SELECT** and press **X** at Ghostface Killah
Sinensis—Hold **SELECT** and press **X** at U-God
Hystrix—Hold **SELECT** and press **X** at Method Man

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press **△, △, Right, O, L1**, you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will 'tag out' and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace
Alternate Chun-Li Costume
Highlight Chun-Li at the character-select screen, hold the **SELECT** button and press any action button to choose her Chun-Li will appear in her *Street Fighter Alpha* costume.

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up, Up, Up, O, □, Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press **△, □, △, □, □, Up, Up, Up**. You'll hear a special sound effect to confirm the code.

102 DALMATIANS: PUPPIES TO THE RESCUE
Passwords
Garage—Bone, Bone, Paw, Tank
Cafeteria—Domino, Bone, Key, Paw
Cruella!—Toy, Bone, Bone, Bone

1942
Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

ASTEROIDS (Game Boy Color version)
Passwords
Enter these passwords from the "Single Player" option under the main menu
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids* The option to play *Classic Asteroids* will appear on the main menu
C H E A T O N X—Unlock cheat menu Press **SELECT** in the middle of a game to activate the cheat menu You'll be able to warp instantly to any stage Also, setting "Hits off" to 001 will make your ship invincible

AUSTIN POWERS: OH BEHAVE!
Cheat Code—Platform Game
Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**, you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini game
Cheat Code—Mojo Maze
Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**, you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game
Unlock Gifts
Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu) You must press **B** after typing each word
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

AUSTIN POWERS: WELCOME TO MY UNDERGROUND LAIR!
Cheat Codes
Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**, a confirmation message will appear Now you'll have infinite lives in the "Mojo Maze" mini-game Also If you enter the code "125CC", Dr Evil will move much faster in the "Mojo Maze" game
Unlock Gifts
Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu) You must press **B** after typing each word
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BLADE
Password
9 ? I 1 N ? B K T ? S 1 G—Watch ending

BLASTER MASTER: ENEMY BELOW
Passwords
Area 1—E 6 C A D C K F
Area 2—E 6 D 3 D 3 K G
Area 3—E 7 C 3 D 3 K H
Area 4—E 7 D 3 D 3 K I
Area 5—F 6 C 3 D 3 K Q
Area 6—F 6 D 3 D 3 K R
Area 8—F 7 D 3 D 3 K T

BOARDER ZONE
Passwords
Unlock Time Course 4—1 3 1 0 9 S
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

BUFFY THE VAMPIRE SLAYER
Passwords
3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3
X T N 4 F 7—Episode 4
S B V P L 2—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUST-A-MOVE MILLENNIUM
"Hidden" Puzzle Mode (Normal Field)
At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up** A purple Space Invader will appear in the lower left corner of the screen to confirm the code Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" at the Mode Select screen You'll be able to choose a new "Hidden Mode" from the next screen, it has a completely new set of puzzles
"Hidden" Puzzle Mode (Wide Field)
At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B A** yellow Space Invader will appear in the lower left corner of the screen to confirm the code Similar to the "Normal Field" cheat above this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode
Unlock All Secret Characters
At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down** A blue Space Invader will appear in the lower left corner of the screen to confirm the code Now you will find eight additional characters to choose from in any game mode that has a character-select menu

CARMAGEDDON
Secret Password
Enter 0 Z 6 S Z D ♀ V to unlock all stages and start with the Abba Cab and 40,000 credits

CARROT CRAZY
Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence Tazmanian Devil, Elmer Fudd, Daffy Duck Now start the game At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage

CHICKEN RUN
Level Passwords
Enter the following passwords to start at any level See page 30 of the game's instruction manual to learn the names of the medals If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list) Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond
Level 2—Bronze, Cross, Crown, Bravery
Level 3—Diamond, Bravery, Honor, Bronze
Level 4—Cross, Bravery, Bronze, Bronze
Level 5—Crown, Diamond, Crown, Honor
Level 6—Valor, Diamond, Cross, Silver
Level 7—Honor, Valor, Cross, Bronze
Level 8—Diamond, Silver, Cross, Crown
Level 9—Honor, Valor, Bravery, Diamond
Level 10—Bronze, Bravery, Cross, Bravery
Level 11—Silver, Cross, Silver, Diamond
Level 12—Bravery, Diamond, Cross, Valor
Level 13—Silver, Cross, Bravery, Bravery
Level 14—Valor, Crown, Valor, Valor
Level 15—Bronze, Crown, Cross, Honor
Level 16—Valor, Silver, Bravery, Bravery
Level 17—Bronze, Silver, Valor, Diamond
Level 18—Crown, Valor, Diamond, Silver
Level 19—Cross, Silver, Silver, Crown
Level 20—Silver, Diamond, Valor, Bravery
Level 21—Crown, Valor, Cross, Silver
Level 22—Honor, Cross, Crown, Cross
Level 23—Crown, Silver, Cross, Honor
Level 24—Honor, Diamond, Valor, Diamond
Cheat Passwords
Enter any of the following codes at the password screen just as you would enter the stage passwords listed above You'll hear a signal to confirm each code, note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password) You can enter as many of these codes as you wish in order to combine their effects, you can also enter a stage password when you're done
Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr & Mrs Tweedy can't see you—Crown, Bronze Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

EVEL KNIEVEL
Secret Password
Enter LASTSTAGE as your password You'll get a message that says "Invalid Password!" and you'll be returned to the main menu However, if you select "Start New Game" you'll be able to play the Snake River Canyon level immediately

THE FINAL FANTASY LEGEND
Sound Test
At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds When you release the buttons, a sound test menu will appear

FINAL FANTASY LEGEND II
Sound Test
At the title screen, hold **SELECT + B** and press **START**

FIST OF THE NORTH STAR
Password
Last Stage—X K P 7 2 Q N V H R J G U S

GEX: ENTER THE GECKO
Password
Choose "Password" from the main menu and enter the following code
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ → ←
← ↓ ↓ → →
This password unlocks all of the gates so you can access any level Remember To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow To make an outlined arrow, hold **A** instead

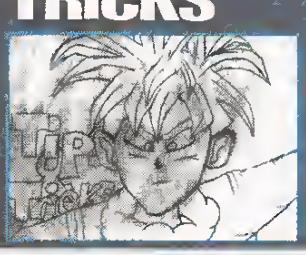
GHOSTS 'N GOBLINS
Quest 1 Passwords
Level 2—L ♥ K ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P S S ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H
Quest 2 Passwords
Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ S 0 B J
Level 3—X 4 3 ♥ S 0 M R
Level 4—L S S H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N B C ♥ K 4 0 N

GODZILLA: THE SERIES
Passwords
Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P L N P S
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

GRAND THEFT AUTO
Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu

HOT WHEELS STUNT TRACK DRIVER
Super Password
To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**
Living Room Passwords
Shadow Jet—**Right, Up, Right, Down, Up, A**
Tow Jam—**B, B, Left, Up, A, B**
Way 2 Fast—**Right, A, Right, B, Left, Down**
Slideout—**Down, A, Up, A, B, B**
Twin Mill—**Down, Left, B, B, Right, B**
Back Yard Passwords
Shadow Jet—**Right, B, A, Right, A Right**

TIPS & TRICKS Reader Art Gallery



by Dustin Lofthouse, Westminster, Co


by Johnathan Torres, Camarillo, CA


by Rob McAllister, Queensland, Australia



by Al Burciaga, Stamford, TX

Tow Jam—**Left, Left, Up, A, Right, Right**
Way 2 Fast—**Down, Right, B, Right, Down, B**
Slideout—**Left, B, Left, Right, Down, B**
Twin Mill—**Up, B, Down, Down, Right, Left**
Game Room Passwords
Shadow Jet—**Up, B, Up, Up, Left, A**
Tow Jam—**Left, Left, Up, Left, A, Left**
Way 2 Fast—**Right, Right, Down, A, Down, B**
Slideout—**Down, B, B, B, Right, Down**
Twin Mill—**Right, Up, Right, B, B, Right**
Kitchen Passwords
Shadow Jet—**B, Left, B, Up, Up, Left**
Tow Jam—**Down, Up, Left, Down, Down, A**
Way 2 Fast—**Up, A, A, Down, Left, Up**
Slideout—**A, A, Right, Right, B, Down**
Twin Mill—**Right, Up, Right, Down, A, Right**
Barn Passwords
Shadow Jet—**Down, Left, Up, A, Up, Up**
Tow Jam—**B, B, Left, Left, Up**
Way 2 Fast—**Left, Up, A, B, B, Right**
Slideout—**Right, Up, Left, Up, Left, Right**
Twin Mill—**Right, Left, Up, A, Up, Down**

JAMES BOND 007

Mini Games
To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KILLER INSTINCT

Boss Code
Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

KLAX (Game Boy Color version)

Passwords
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alian—Mini-game "F0rd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows
At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.
Boomerang Trick
Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip
At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

LUCKY LUKE

Passwords
Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luka, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

M&M'S MINIS MADNESS

Passwords
The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords
M H N T G F—The Case of the Missing Mummy
N L E R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MEN IN BLACK: THE SERIES

Access Codes
Manhattan—**2 7 1 0**
Sewers—**1 8 0 7**
Aerodrome—**0 3 0 9**
Rooftops—**2 7 0 5**
Forest—**3 1 0 7**
Game ending—**1 9 4 3**
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code **0 6 0 1**; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code **2 4 0 9**; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro
First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "**THE END**" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "**ENTER YOUR INITIALS**" appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**, you'll get a screen that reads, "Goro lives... as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke
When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear, he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.
Secret Character: Jade
Watch the "Battle Plan" that shows who your next opponent is in one player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits
At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.
Kombat Codes
At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:
1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once)
3) At the third box, press **Up** twice
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times
6) At the last box press **Up** four times
You'll get a message to confirm proper entry of each code.
1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords
Adventure Park—**D D M M N N**
The Living Room!—**N N R R G G**
Volcano Underpass—**C C L L R S**
Mean Streets—**J J M P P R**
Ice Scream—**S W W T C H**

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords
The Case of Volcano Mystery—**C B T H P M**
The Case of the Haunted Camp—**G M Q T C K**
The Case of the Fun House Mystery—**L H D D Q J**
The Case of the Hotel Who-Done-It—**M D G K M Q**

NFL BLITZ

Passwords
Play as the Midway Blitzers—**0 6 2 6 7 5 4 S**
Play as the Emeryville Eclipse—**0 0 6 0 6 7 4 4**
Secret Codes
Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:
Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start In Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump
When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.
Passwords
Level 2-0—**J C B C M**
Level 2-1—**J M B C C**
Level 2-2—**J M C C B**
Level 2-3—**J P C C D**
Level 2-4—**J T C C J**
Level 2-5—**S T C C S**
Level 2-6—**S B C C T**
Level 2-7—**T B F C Q**
Level 3-1—**T B K C L**
Level 3-2—**T B T C B**
Level 3-3—**T B T D C**
Final Level—**T B T B T**

PITFALL: BEYOND THE JUNGLE

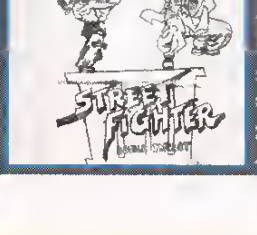
Passwords
The Wilderness—**S W N G R B T S**
Underground Caverns—**F L T Y W T R S**
The Volcano—**G N G D W N**
The Prison 1—**S L T H H R N G**
The Prison 2—**B N G D N S D**
The Scourge—**S W P N G B L W**

POCAHONTAS

Passwords
Stage 2—**K P G X H 4 T B**
Stage 3—**C M Q Z B 6 R 1**
Stage 4—**J W D L F 7 K S**
Stage 5—**T G N D X 3 V 9**
Stage 6—**H F S B D 2 M 6**
Stage 7—**Q Z J R L 1 W 4**
Stage 8—**B P X C V 7 Z 3**
Colors of the Wind—**S D L F T B G 2**
Stage 9—**R W H J X 9 Z S**
Stage 10—**M V N G B 4 C 6**
Stage 11—**K C Q T D 3 W 1**
Stage 12—**T B P R G S H B**
Stage 13—**Q F C M X 2 B 9**
Stage 14—**V D H K S 6 L 7**
Stage 15—**8 N J H Z 1 R 9**

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu
When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting

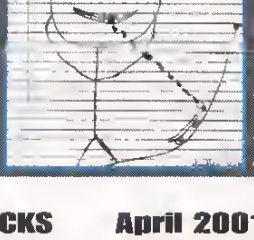


by Martin Vargas Jr., Kyle, TX


by Kassandra Terre Haute, IN



by Hal Harmon, Greenville, S.C.


by Jonathan Hurley, Chicago Heights, IL

Pikachu, i e the one that follows you around everywhere
Bucket Head Pikachu
Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POKEMON PUZZLE CHALLENGE

Extra Difficulty Levels in 1P Challenge Mode
Choose "Challenge" from the "1 Player" menu; at the "Game Lvl " screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.
Extra Options
Choose "Options" from the main menu, then hold **SELECT** and press **A**; you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off.
View Chain Stats
At the main Records menu, hold **SELECT** and press **A**; a new menu screen will appear that lets you view more detailed stats about the chains you've created.

POPEYE 2

Secret Menu
While the words "Push Start" are flashing at the title screen, press **Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up**. A secret menu called "*Popeye 2* Music Island" will appear. Use **Up** or **Down** and the **A** button to sample the game's music, or use **Left** or **Right** and **B** to hear any of the game's sound effects. The "Round" setting is a limited stage select; press **SELECT** to change the number, then press **START** to begin at any of the following stages:
00—Round 1-1
01—Round 1-2
02—Round 1-3
03—Round 1-4
04—Round 2-1
05—Round 2-2
06—Round 2-3
07—Round 2-4

PRINCE OF PERSIA

Passwords
Level 2—0676907S
Level 3—2861106S
Level 4—9211701S
Level 5—8701910S
Level 6—4630813S
Level 7—6590319S
Level 8—7091419S
Level 9—6881368S
Level 10—0141465 4
Level 11—3271074 4
Level 12—2661477 4
Battle with Jaffar—9B119464
Ending—B901241 4

PROJECT S-11

Passwords
F L L T—Mission 1
H O I 3—Mission 2
3 I I F—Mission 3
5 Z P P—Mission 4
0 Z 3 7—Mission 5
G I Z T—Mission 6
G F G F—Mission 7
V 0 7 T—Mission 8

Q*BERT

Hidden Movie
At the title screen, press **Right, Up, B, A Down, Up, B, Down, Up, B**.

RAMPAGE WORLD TOUR

Two-Player Mode
To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys, a link cable and two copies of the *Rampage* cartridge to play in two-player mode.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password
To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:
1) Enter one of the following as the first character of your password to choose which character you'd like to play as:
B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus
2) Enter one of the following as the second character of your password to choose which area you'd like to start in:
B—U S A
C—Europe
D—Asia
F—Everywhere else
G—Outer Space
3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.
4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.
9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers
Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.
Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**
Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**
Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

RUGRATS IN PARIS: THE MOVIE

Password
Q P R C H J N Y—First three park gates unlocked

THE RUGRATS MOVIE

Passwords
Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords
M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J G—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SAMURAI SHODOWN

Secret Characters
To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

SHAMUS

Cheat Passwords
Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords
Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords
Classic Mode—C L S 5 1 2 B 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W B 1 V ?
Jupiter—R S S N 3 Q J 7 B ? G J M C
Saturn—W S P Z M S 0 B N ? H 8 N F
Uranus—C V 1 7 Q W K G J 3 X B R S
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords
Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords
From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
Venom defeated—G V C B F
Venom and the Lizard defeated—Q V C L F
Connors Lab—G - F G N

STAR TREK

Shortcut Through Hyperspace
If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.
Passwords
Planet Neural—0 5 2 3 . 4
Planet Kalanda—1 0 3 1 . 5
Planet Triskelion—2 3 0 7 . 6
Pallas X1 System—3 1 1 2 . 7
M-24 Alpha System—7 1 5 6 . 3

STAR TREK: THE NEXT GENERATION

Mission Select
Enter the cheat code **"OVERRIDE"** at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

STAR WARS EPISODE I: OBI WAN'S ADVENTURES

Passwords
B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5
B X G T G—Level 6
Q S R V J—Level 7
T K G J Z—Level 8
L P Z C P—Level 9

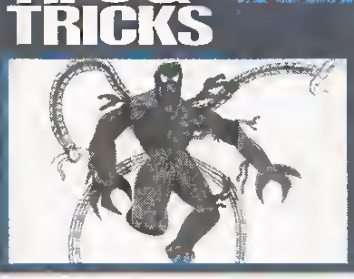
STREET FIGHTER ALPHA

Fight Akuma or M. Bison
To fight Akuma as your first opponent, choose your fighter at the character-select screen. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison, hold **SELECT + B + A** in the same way.

TARZAN (Disney version)

Passwords
Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:
• Highlight the first character of the password, press **Up** once
• Highlight the second character, press **Up** twice
• Highlight the third character, press **Up** six times
• Highlight the last character, press **Up** three times

TIPS & TRICKS Reader Art Gallery


by Shaun Sander, Morris, MS


by Mark Waitt, Ipswich, MA


by Eric Denver, Wakefield, MA


by Andy Keith, Washington, IN

Now you can press **START** to lock in the password
The Jungle is my Playground—3123
I'm No Second Banana—0045
Jungle Legend—1263
Go Out on a Limb—6620
Ship Escape—S436

TECMO BOWL
Passwords
Washington vs. Washington—SB7FBFA3
Denver vs. Denver—CFBFF7A0
Indianapolis vs. Indianapolis—43AFFEAC
Miami vs. Miami—46AFFDA8
Cleveland vs. Cleveland—49AFFBA9
Los Angeles vs. Los Angeles—969FDFA5
San Francisco vs. San Francisco—9C3F7FA5
Dallas vs. Dallas—63AEFFA5
New York vs. New York—2690FFA1
Chicago vs. Chicago—6978FFA5
Minnesota vs. Minnesota—AC37FFA9
Invisible Team vs. Chicago—3978FFA5
Championship Game: San Francisco vs. Denver—1DAFF7A6
Championship Game: New Yourk vs. Miami—24AFFDAD
Championship Game: Seattle vs. Washington—937FBFA5

TETRIS
Start at Higher Levels
Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK
Special Hard Mode
Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up** + **SELECT** and press **A**. Now you're playing in "Special Hard" mode.
Extra Puzzle Mode
Choose the "Password" option in Puzzle Mode and enter the password **J01J0060** (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.
Special Super Game Boy Borders
If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:
Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

TI TRIS BLAST
"Fight 2" Mode
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.
Level Passwords
Stage 2—ZFFFJJJF
Stage 3—B/MMLLKB
Stage 4—XSDDGGDM
Stage 5—KCWGLLHK
Stage 6—VG,LJJDM
Stage 7—K.TDGGMF
Stage 8—XZSCDDKK
Stage 9—DFMYLLDD
Stage 10—YGCPDDHL
Stage 11—GVMYLLCJ
Stage 12—V/JVDDGK
Stage 13—CJXTBBCF
Stage 14—IL,YLKKL
Stage 15—LXWT8MMB
Stage 16—VSRPDCCH
Stage 17—KBCDTFDF
Stage 18—XDFGYKJF
Stage 19—F!CDTFCM
Stage 20—TTGHPMJB
Stage 21—DBVGYKGD
Stage 22—.JRCRCKB
Stage 23—CY/BPMHF

TETRIS DX
Rising Pieces
At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

TINY TOON ADVENTURES MONTANA'S MOVIE MADNESS
Practice Bonus Games
At the main menu, hold **Down** and **B** and press **START**, a "Sub Game Select" menu will appear.

TINY TOON ADVENTURES: WACKY SPORTS
Practice Mode
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, you'll hear a chime to confirm. Press **START**, then choose "Sports Festival" at the Game Mode Select screen. After the opening scene, an "Event Select" menu will appear, allowing you to practice any sporting event repeatedly.

TOM AND JERRY FRANTIC ANTICS!
Password
Level 9—Heart, Heart, Watermelon, Watermelon, Fish

TONY HAWK'S PRO SKATER 2
Passwords
BSBLPTGBBBBV—All boards & levels unlocked
VIT!MBBBBBVV—Start with Tony Hawk and $81,910

TOP GEAR POCKET
Password
Enter the password "YQX— % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2
Passwords
Scene 2—PBPP
Scene 3—BJWJ
Scene 4—PJBW
Scene 5—WBPP
Scene 6—JPWW
Scene 7—JBPJ
Scene 8—WPWP
Scene 9—JJWW
Scene 10—PBWJ
Scene 11—BPWW
Ending—WWWW

TRACK & FIELD
UFO
In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.
Frog
If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.
Flowers
In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will grow out of the ground.

TRACK MEET
Cheat Passwords
Choose "NEW GAME" at the main menu and enter your name as follows
- Enter the name **SNAKE** to compete against Irwin B. Cheetin.
- Enter **REGRUB** and you'll face off against Jack Strop.
- Enter the name **APPLEII** to change some of the signs in the background to Apple II logos.

TUROK 3: SHADOW OF OBLIVION
Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.
Infinite Ammo—ZXLCPMZ
Infinite Lives—FJVHDCK
Easy Difficulty Passwords
Mission 2—SDFLMSF
Mission 3—DVLFDZM
Mission 4—VFDSGPD
Mission 5—CSDJKFD
Normal Difficulty Passwords
Mission 2—VLXCZVF
Mission 3—DPSDCVX
Mission 4—ZMGFSCM
Mission 5—HWKLFYS
Hard Difficulty Passwords
Mission 2—CJSDPSF
Mission 3—CMSDKCD
Mission 4—SPFPWLD
Mission 5—TPDFQGB

TURRICAN
Cheat Code
At the options screen, press **A, B, B, A, B, A, A, B, A, A, B, A, A, B, A, A**, then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

TWOUBLE
Passwords
Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)
Passwords
FAST—Unlock "Medium" courses in Arcade mode
FOOD—Unlock "Hard" courses in Arcade mode

WACKY RACES
Password
Enter the password "MUTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

WARIO BLAST
One-Player Game
To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level **1-1** but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3
Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?
Passwords
Scene 2—DLT3QYBY
Scene 3—GPLDMSRC
Scene 4—MMCFGWXJ
Scene 5—BGQTVKJP
Scene 6—RTJBWN43

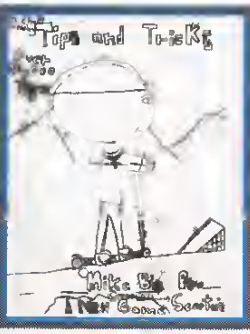
WORLD HEROES 2 JET
Boss Code
When the Takara logo appears, press **Right, Left, A, B**, and **Up**. Now you can play as the boss.
"Jet" Code
At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.

WORMS ARMAGEDDON
Passwords
In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, **1** is the skeleton worm, **2** is the pink-colored worm, **3** is the stick of dynamite, **4** is the red-colored worm, **5** is the banana and **6** is the blue-colored worm.
Tools—5226
Egypt—1245
Hell—2643
Treehouse—4136
Garden—S413
Snow—3266
Construction Site—225S
Pirate—3631
Fruit—145 1
Alien—3644
Circuit—4333
Medieval—6316

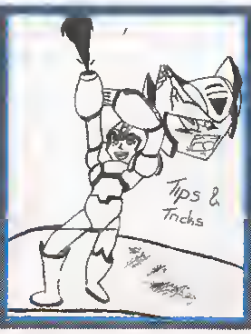
WWF WRESTLEMANIA 2000
Championship Passwords
Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince McMahon.
Last Password for Billy Gunn—PKDY
Last Password for Steve Austin—CTFV
Last Password for The Rock—FTDB
Last Password for X-Pac—RCDD

X-MEN MUTANT ACADEMY
Unlock Phoenix
At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.
Unlock Apocalypse
At the title screen, press **Right, Left, Up, Down, Left, Up, B, A**. If you entered the code correctly, you'll see a special message appear.

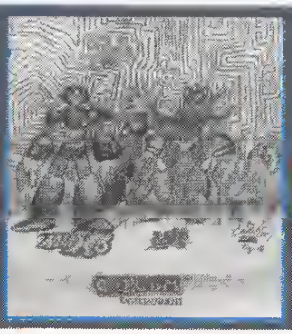
YARS' REVENGE
Password
Enter the passcode "O + O O" to start at any stage up to and including Level 240.

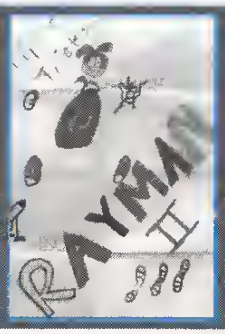


by Michael Ramsby, Orangeville, MA



by Matthias Jordan, Denver, NH


by Emmanuel Cannon, Spanish Fork, UT



by Philip Barrett, Granite Falls, FL

AERO WINGS
Unlock Everything
Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.
Special Options
Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, **HUD** on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE
Unlock Everything!
At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES
Level Codes
Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

CRAZY TAXI
Use the Rickshaw Bike
At the character selection screen, highlight the character you would like to play as, then press **L, R, L, R, L** very quickly and press **A**. You'll hear a bicycle ring after pressing **A** if you entered it correctly. Note: If the code is not entered fast enough it won't work.
Another Day Mode
At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.
No Destination Mark Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.
Alternate Views and Speedometer
At any time in the middle of a game, plug a controller into port C. On this controller, pressing **Y** will switch the view to one of the "replay" type cameras like in the game's intro. Pressing **B** will switch the view to inside the driver's seat, and pressing **A** will return to the original view. Also, if you press **X** five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

DEAD OR ALIVE 2
Secret Demo Scene
First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM
Cheat Codes
At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of these codes:
Restore Health—Hold **L + R** and press **Left**
Level Skip—Hold **L + R** and press **Down**
Super Code—Hold **L + R** and press **Right**.

EXPENDABLE
Secret Codes
Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.
1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down, Down, Down, Down, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA
Extra Courses
At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.
Unlock Fiorano—CinqueValvole
Unlock Nurburgring—LiebeFrauMilch
Unlock Laguna Seca—Stars&Stripes
Unlock Sepang—KualaLumpur
Unlock Atlanta—DaysofThunder

FIGHTING FORCE 2
Stage Select
At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG
Rainy Weather
Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING
Unlock All Gallery Images & Stranger
From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2
Cheat Codes
Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.
Start with $500,000—MUCHCASH
Start with $9,999,999—ULTIMATE
Start with all weapons—BIGGUNS
Start with 99 lives—BIGCATS
Unlock all levels—SESAME
Infinite energy—INFINITY
No police—LAWLESS
Start with infinite Double Damage power-up—DBLWAMMY
Start with infinite invisibility—SCOOBYDO
Start with Stun Gun & infinite ammo—BIGFRIES
Start with Flame Thrower & infinite ammo—TOASTIES
Blood splats—WOUNDED
Max respect for all gangs—ALLFREND
All pedestrians are Elvis—ERRHUH
Retain weapons even if you get arrested or die—LOSTTOYS

THE HOUSE OF THE DEAD 2
Display Score
At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER
Four-Second Boost + Super Start
At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING
Cheat Menu
At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER
Secret Codes
At any time during the game, press **START** to pause, then enter any of the following codes. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.
Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**
Lose Health—Hold **L**, press **Left, B, Up, Up, Down**
Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**
Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**
Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**
All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**
Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**
Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**
Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**
Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**
Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**
Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**
Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**
Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**
Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

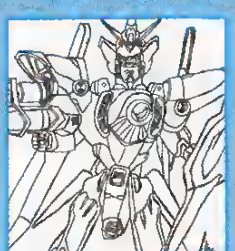
LOONEY TUNES SPACE RACE
Unlock Everything
At the main menu, select "Options," then select "Cheats." At the screen that follows, enter **CHEESFISH** as a password. The screen will flash green after entering it correctly.

MAG FORCE RACING
All Tracks & Vehicles
At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right**. You'll hear a special sound effect to confirm.

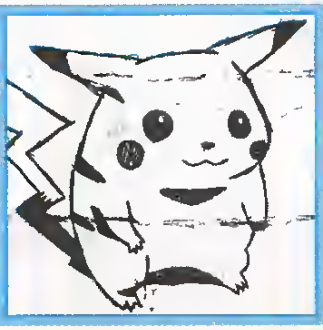
MARVEL VS. CAPCOM
Secret Characters
Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.
Evil Morrigan—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X**
Roll—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**
Shadow Lady—Highlight Morrigan, press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, X**
Orange Venom—Highlight Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X**
Orange Hulk—Highlight Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**

TIPS & TRICKS Reader Art Gallery


by Shawn McLeod, Fort Liard, NWT


by Tria Chang, Westminster, CA


by Emmenuel Monreal, Tucson, AZ


by David Mejia, Glendale, AZ

Gold War Machine—Highlight Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—**START** + Light P + Medium P + Heavy P
Arthur—**START** + Light P + Medium P
Colossus—**START** + Light P + Medium P + Medium K
Cyclops—**START** + Light P + Medium P + Medium K
Devilot—**START** + Medium P + Heavy P
Iceman—**START** + Medium P + Medium K
Jubilee—**START** + Medium P, + Heavy P + Light K
Juggernaut—**START** + Light P + Medium K
Lou—**START** + Medium P
Magneto—**START** + Heavy P + Light K
Michele Heart—**START** + Light P + Light K
Psylocke—**START** + Medium K
Pure & Fur—**START** + Light K
Rogue—**START** + Light P + Medium P + Heavy P + Light K
Saki—**START** + Heavy P
Sentinel—**START** + Medium P + Heavy P + Medium K
Shadow—**START** + Light P + Heavy P + Medium K
Storm—**START** + Light P + Heavy P + Light K
Thor—**START** + Medium P + Light K
Ton Pooh—**START** + Light P + Heavy P
Unknown Soldier—**START** + Light P
U.S. Agent—**START** + Heavy P + Medium K

MDK 2

Alternate Costume for Kurt

At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get any confirmation, but when you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chamber
363—Kombat Zone: Ladder7
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

vc—Unlock three "Superstars" teams
heliumbrain—Enable giant heads
alienbrain—Enable monster players
tvlrus—Enable infected players
sohappy—Enable happy players
whatamisaying—Enable crazy commentary
bethe ball—Enable basketball camera
radical—Enable cool looks
the70sfive—Enable hip clothes

NBA SHOWTIME: NBA ON NBC

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—**Up + Turbo**
Right Team's Court—**Down + Turbo**
Street Court—**Left + Turbo**
Island Court—**Right + Turbo**
Midway Court—**Up + Shoot + Pass**
NBC Court—**Down + Shoot + Pass**

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.

No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying "Today's contest," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1-Up), press **Turbo** once, Jump five times and Pass one time, then press **Up** on the D-pad. A message will appear to confirm each code.

Show field goal %—0-0-1-Down
No CPU assistance—0-1-2-Down
Show more field—0-2-1-Right
Fast tubo running—0-3-2-Left
Super blitzing—0-4-5-Up
Big football—0-5-0-Right
Hide receiver name—1-0-2-Right
Tournament mode—1-1-1-Down
No play selection—1-1-5-Left
Super field goals—1-2-3-Left
No punting—1-5-1-Up
No first downs—2-1-0-Up
Allow out-of-bounds—2-1-1-Left
Deranged blitz—2-1-2-Down
Always QB—2-2-2-Left
Always receiver—2-2-2-Right
Unlimited throws—2-2-3-Right
Power up teammates—2-3-3-Up
Fast passes—2-5-0-Left
Power-up offense—3-1-2-Up
Power-up blockers—3-1-2-Left
Smart CPU—3-1-4-Down
No highlighting of receivers—3-2-1-Down
Ultra hard Blitz—3-2-3-Up
Mystery ball—3-2-3-Left
No interceptions—3-4-4-Up
Power up speed—4-0-4-Left
Power-up defense—4-2-1-Up
No random fumbles—4-2-3-Down
Super passing—4-2-3-Right
Invisible player—4-3-3-Up
Snowy weather—5-2-5-Down
Rainy weather—5-5-5-Right
Hyper blitzing—5-5-5-Up
49ers playbook—1-5-1-Left
Bears playbook—1-1-0-Left
Bengals playbook—1-1-2-Left
Bills playbook—1-0-4-Left
Broncos playbook—1-1-5-Right
Browns playbook—1-1-3-Left
Buccaneers playbook—1-5-4-Left
Cardinals playbook—1-0-1-Left
Chargers playbook—1-4-5-Left
Chiefs playbook—1-2-5-Left
Colts playbook—1-2-3-Up
Cowboys playbook—1-1-4-Left
Dolphins playbook—1-3-1-Left
Eagles playbook—1-4-3-Left
Falcons playbook—1-0-2-Left
Giants playbook—1-3-5-Left
Jaguars playbook—1-2-4-Left
Jets playbook—1-4-1-Left
Lions playbook—1-2-1-Left
Packers playbook—1-2-2-Left
Panthers playbook—1-0-5-Left
Patriots playbook—1-3-3-Left
Rams playbook—1-5-3-Left
Raiders playbook—1-4-2-Left
Ravens playbook—1-0-3-Left
Redskins playbook—2-0-1-Left
Saints playbook—1-3-4-Left
Seahawks playbook—1-5-2-Left
Steelers playbook—1-4-4-Left
Titans playbook—1-5-5-Left
Vikings playbook—1-3-2-Left

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L + R** and quickly press **B, B, X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.

Full Health

At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect, additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.

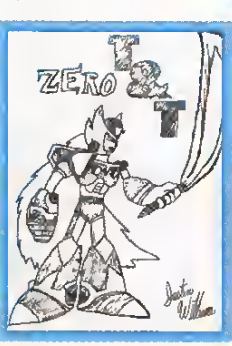
KSKAUDONSU—HUmar
MOUEOSRHUN—HUnewearl
RUUHANGBRT—HUcast
SOUDEGMKSG—RAmar
MEIAUGHSYN—RAcast
NUDNAFJOOH—RAcaseal
DNEAOHUHEK—FOmarl
ASUEBHEBUI—FOnewm
XSYGSSHEOH—FOnewearl

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.

Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**. Rai-On will appear in the upper right corner.



by Justin Williams, South Lyons, MI


by Ian Copeland, Great Bend, KS


by Robert J. Crayton, Dover, NH



by Va Lee, Minneapolis, MN

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer.

R—Championship arena

L—Two tier arena

R + L—Gym

Change Costume Colors

At the boxer selection screen, press **X + Y** to change the currently-selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up—Irish accent

X + Left—New York accent

X + Right—African-American accent

X + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold **L + R + X** until you hear a special sound effect.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L**. Press the **X** button to cycle through each fighter's different outfits.

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L**.

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L**.

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R** eight times, then **L**.

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R** seven times, then **L**.

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R** six times, then **L**.

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R** five times, then **L**.

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R** four times, then **L**.

St. Patricks Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, R, L**.

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R, R, L**.

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R, L**.

See the Ending—Press **Right, Right, Right, Down, R, L**, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L**.

Zombie boxer—Press **Left, Up, Right, Down, R, R, L**.

Big gloves—Press **Left, Right, Up, Down, R, L**.

Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L**.

Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L**.

Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter.

Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**

Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**

Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

SEGA RALLY 2

30 FPS Mode

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher, however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press **Up, A, Down, Down, Left, Right, B, B, Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold **L + R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes

At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A

Max weapons—X A A Y B B

Level 2—A A B X Y A

Level 3—X A Y A A B

Level 4—Y Y B A X A

Level 5—B A B X X Y

Level 6—X A X B Y Y

Level 7—A B X B Y B

Level 8—Y B B A X Y

Level 9—B Y A A X B

Level 10—X A B B A X

Level 11—Y B Y X A B

Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**

Infinite nitro—**Down, Up, Down, Up, A, X, A**

Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**

Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

Unlock characters—WATTO_SHOP

Watch some movies—SAD_MOVIES

Watch more movies—MOVIE_SHOW

STAR WARS EPISODE 1 JEDI POWER BATTLES

Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. You may enter the code again to disable its effects.

STREET FIGHTER ALPHA 3

Play as Shin Akuma

At the character selection screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

Unlock all tracks—E R E R T H

Unlock all cars—D F G Y

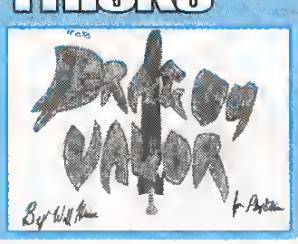
Unlock all Challenges—P O I O P

Unlock "Stop The Bomber"—R F G T R

Freeze time limit—F F O E M I T

6,000,000 credits—A K J G Q

TIPS & TRICKS Reader Art Gallery



by William Henton, Stafford, VA



by Steven Gokey, Modesto, CA



by Andrew Sloan, Riverside, CA



by Rafael Carrasco, Brownsville, TX

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**

Unlock T4 jet aircraft—**Left, Right, Down, X, X, X**

Random weather in Time Attack—**R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**

Rude Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **B**

Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**

Team God Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **A**.

Avatar God Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **A**

Heavy Breathing Mode—Hold the analog stick **Down** + the D-pad **Down** and press **A**

Mega Head Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **X**

Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**

Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**

Side Scroller Mode—Hold the analog joystick **Down** + the D pad **Down** and press **Y**

Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**

Polska Mode—Hold the analog Joystick **Down** + the D-pad **Down** and press **X**

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.

The Base—Hold **L + R + Down**

Gallows Tree—Hold **L + R + Left**

The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.

Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**

Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**

Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**

Big head mode—Hold **L** and press **X, B, Up, Left, Left**

Slow motion—Hold **L** and press **X, Left, Up, X, Left**

Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.

Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**

Turn blood off/on—Hold **L** and press **Right, Up, X, Y**

Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**

Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**

25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**

Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**

Sections of the stage flash different colors—Hold **L** and press **Down, Up, X, B, Up, Left, Up, A**

Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**

Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up**

No textures—Hold **L** and press **Down, Down, Up, X, Y, Up, Right**

Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.

Max Fuel—Hold **L**, press **B, Y, A, X, B, X**

Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**

Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**

Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**

99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**

Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu.

TEAROUND—Always win

IWISH—Infinite time

TRAVOLTA—Power-up moves (all special moves unlocked)

CITYBEACONS—Win everything (all races unlocked)

INFLATEDEGO—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.

Unlock all characters—LLA_KCOLNU

Maximum stats—LLA_DORTOH

Invincibility—ELBICNIVNI

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

Hover higher—HI_CEILING

Unlock original V8 levels—OLD_LEVELS

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**, Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team FC Sega—France, Chile, South Africa, England, Germany, Argentina

Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

All Challenges & Tracks—WACKYGIVEAWAY

All Cars—WACKYSPOILERS

All Abilities—BARGAINBASEMENT

Super Difficult Mode—CRACKEDNAILS

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick).

Invincibility—**Y, Right, B, Left, X, Down**

Full health—**Down, Down, A, X, B, X**

All weapons—**A, A, Right, Y, A, Right**

Speed boost—**Up, X, Down, B, A, Y**

Show all Power Core locations—**Y, B, A, Left, Down, Down**

Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by James Comeau, Hutchinson, KS



by Bradlee Severight, Regina, SK



by Adam Sandoval, Santa Fe, NM



by Manuel Barela, Santa Fe, NM

SEGA SMASHPACK™ VOLUME 1

SECRET CHEAT CODES!

If you're one of the lucky owners of the new *Sega Smashpack* disc that's been bundled with the most recent version of the Dreamcast hardware—and if you can stand the horrible sound emulation—here are some classic cheat codes from the *Tips & Tricks* archives that have been tested and confirmed to work on eight of the 12 *Smashpack* games!



Infinite Shurikens

At the Options menu, point the cursor to "Shurikins" [sic] and change the value to "00". Now leave the cursor there and wait at this spot for about 10 or 15 seconds; you will see the "00" change to an infinity symbol, indicating that you can now play the game with unlimited Shurikens.



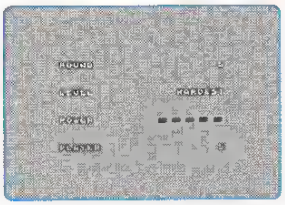
Continue

When you run out of lives and the game ends, wait for the title screen to appear, hold the **X** button and press **START** to continue at the stage where you died.



Beast Select

At the title screen, point the D-pad in the **Down/Left** position, hold **X** + **A** + **B** and press the **START** button. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.



Stage Select + Cheat Menu

At the title screen, hold **A** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **X** and press **START** to warp to the chosen stage.

Sound Test

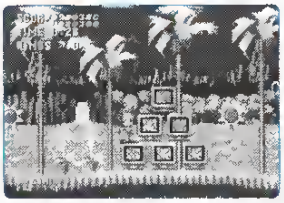
At the title screen, point the D-pad in the **Up/Right** position, hold **X** + **B** and press **START**.





Stage Select/Sound Test

At the title screen—just as Sonic is starting to appear—press **Up, Down, Left, Right**. You'll hear a chime. Now hold the **X** button and press **START**. A secret menu will appear that allows you to start at any stage (including the bonus stage) or access a sound test menu.



Cheat Code

At the title screen—just as Sonic is starting to appear—press **B, B, Up, Down, Left, Right**. You'll hear a chime. With this code in place, you'll have access to the following features:

- System Reset—Press **START** to pause the game, then press **X** to reset to the title screen.
- Slow-Motion—Press **START** to pause, then hold the **A** button to play in slow motion. If you tap the **B** button while paused, you'll advance the action one "frame" at a time.
- Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the **X** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **A** during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press **X** to change to a different object, **B** to place a copy of that object on the screen or **A** to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.



Hidden Game + Level Warps

When the Sega logo appears at the start of the game, notice that you can move Vectorman around the screen with Controller A. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the Sega logo exactly 12 times. You'll see the words "Get Ready" appear on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day S; if you're quick enough to catch 110 letters or more, you'll warp all the way to Day 10.

Blow Up Sega

Also at the Sega logo screen at the start of the game, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; when you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go



dark and the background will stop moving.

Cheat Codes

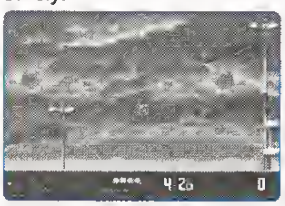
Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

X, A, Right, X, B, X, Down, X, A, Right, X—Refill your energy counter at any time.

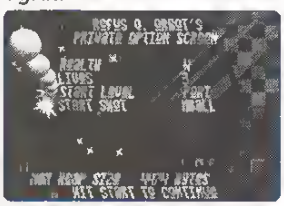
A, X, Left, Left or **A, X, Left, Down**—See the programmers' debugging coordinates.

X, A, X, B, X, A, A—Five dots will appear around Vectorman and follow him wherever he goes.

Down, Right, X, B, Up, Left, X—When you get hit, the game will slow down in order to help you to recover safely.

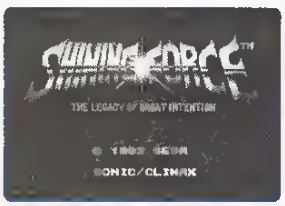


B, X, Left, Left, X, B, X, A—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the code again.



Super Cheat Menu

At the Options menu, press **X, A, A, X, Down, X, A, A, X**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.





Name Every Character

Start a new game and name your character. After you are done, highlight "End" and hold **X + A + B + START** on Controller B. On Controller A, press **X** or **B**; a new character will appear. Name that character and new ones will keep appearing until you have named every character in the game. When you meet these characters during the game, they will have the names you chose.



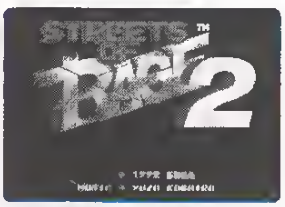


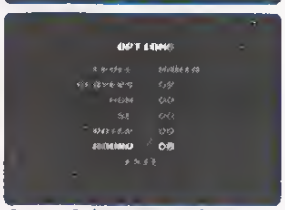
Stage Select

At the character select screen, hold the D-pad diagonally in the **Down/Left** position and press **A + START** simultaneously. A number "1" will appear in the top left corner of the screen. Press **Up** or **Down** to change this number and select any starting stage from one through eight.

Extra Continues

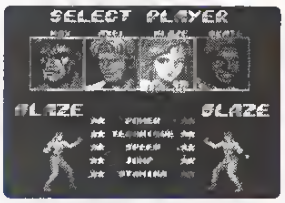
As above, hold the D-pad diagonally in the **Down/Left** position and press **X + B** simultaneously. You will start the game with nine continue credits instead of three.





Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, then hold **X + A** on Controller B and press **START** on Controller A. When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve.



Play Same Character

At the title screen, press and hold **Right** and **A** on Controller A, press and hold **Left** and **X** on Controller B, then continue to hold those buttons while you press **B** on Controller B. Choose the "2 Players" game and you'll find that both players are now free to pick the same character.



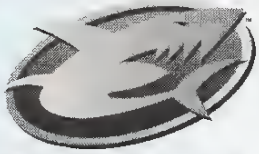


Character Select

When the name of the file appears at the beginning of a stage (for example, "File 1: Big Chase"), hold one of the buttons listed below until the game begins to play that stage as your favorite character.

- Hold **A** to play as Rage
- Hold **B** to play as Smarty
- Hold **START** to play as Janet

Note that if you don't press any buttons, the default character that will appear depends on which stage you're playing and which controller you're using. These codes also work on Controller B, but for some reason you can't play as Rage with Controller B in certain stages.



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Championship Surfing

B00B18CC-270F—Max. points
B009733C-0001 + B00973E4-0001 + B009748C-0001 + 80097534-0001 + 800975DC-0001 + 80097684-0001 + B009772C-0001 + B00977D4-0001 + 800A72D8-0001 + B00A72DC-0001—Unlock everything

Colin McRae Rally 2.0

D005966E-F3FF + B00E2BEC-FFFF—Press L1 + R1 for instant win (Rally)
3004C66C-00FF—All cheats unlocked
D0067554-0000 + B0067556-2400—Infinite repair time
8004D9E4-FFFF—All cars and tracks

Evil Dead: Hail to the King

B0076C14-0064 + B007695C-0064—Infinite health
B0077870-0064—Infinite chainsaw gas
B01310A4-0001 + 801311CC-0001—Always have access to inventory chest
B0131244-0001 + B013124C-0001—Save anywhere

Razor Freestyle Scooter

B009794C-001E—Have 30 wheels
B009794C-0014—Have 20 wheels
B009794C-0028—Have 40 wheels
B0097948-FF00—Max. combo
B0097922-0008—Easy extra time

Rock'am Sock'am Robots

800B4294-E0FF + B00B4296-05F5—Max. cash
50002B02-0000 + 800845BB-6464—99 of all parts owned

Warriors of Might & Magic

801AD3CC-0200—Infinite health
80185138-0200—Infinite magic
801B5074-0004—Crossbow powered-up
8018505C-0004—Fire Storm powered-up
D01B5194-0001 + 801B5194-270D—Infinite keys
D01B5198-0001 + 801B5198-270F—Infinite orbs
D01B519C-0001 + 801B519C-270F—Infinite gems

Nintendo 64

Polaris SnoCross

8108321F-FFFF—Max. race points
80083247-00FF—Continue tourney with everything
80083168-0064—100 wrenches, 440 XCR '99
80083169-0064—100 wrenches, 500 XC '99
8008316A-0064—100 wrenches, 600 XC '99
80083168-0064—100 wrenches, 700 XC '99
[illegible]
8008316D-0064—100 wrenches, 440 XCR '00
8008316E-0064—100 wrenches, 500 XCSP '00
8008316F-0064—100 wrenches, 600 XCSP '00
80083170-0064—100 wrenches, 700 XCSP '00
800B3171-0064—100 wrenches, 800 XCR '00
800B3172-0064—100 wrenches, 440 XCR '01
B00B3173-0064—100 wrenches, 500 XCSP '01
B00B3177-0064—100 wrenches, 600 XCSP '01
8008317B-0064—100 wrenches, 700 XC '01
B00B317C-0064—100 wrenches, 800 XC '01
B00B31B2-0064—100 wrenches, 600 Edge X
B00B31B6-0064—100 wrenches, Sno-Razor
B00831BC-0064—100 wrenches, Lobster
B0083190-0064—100 wrenches, Kundari
B0083191-0064—100 wrenches, Xeno Force
B0083192-0064—100 wrenches, Siberon
B008323F-00FF—All divisions complete
81083252-03FF—All tracks unlocked
8108324E-FFFF—All sleds unlocked

Game Boy

Doug's Big Gama

0163-2EC2—Infinite quarters
0103-68C1—Infinite health

Dr. Franken II

0164-3BC6—Infinite energy
0105-1CC6—Infinite lives

Dragon Dance

0199-09C8—All levels beaten
0132-1CC8—Infinite time

Dragon Talas: Dragon Wings

9130-3FCA—Infinite time
9180-48CA—Lots of berries

Dreamcast

Championship Surfar

A2D362B80000-0008—Player 1 play as Iceman

Grandia II

8D8FF3BB0000-0001 + 649A15F9E070-1041 + E050-7061—All books
C6FB19400101-0100 + A7636F290000-0101 + 27D61DFDE070-1041 + E050-7061—All seeds
652F15F90000-0001 + 7EDDEDBA0000-0101 + 7EE5ADBA0000-0001—All miracles
A7F72F290000-0001 + B76E04350000-0101 + D9FBBD670000-0101 + 113C6B290000-0001 + 7E49ADBA0000-0001 + 7E55ED8A0000-0101 + A7BB2F290000-0001—All potions
27331DFD0000-0001 + 38A91AFF0000-0101 + DA60FD670000-0001 + A4736F290000-0101 + 24C61DFDE070-1041 + E050-7061—All elixirs
663F15F90000-0001 + 7DCDEDBA0000-0101 + 9A18744F0000-0001 + F4E1A83E0000-0101 + 24B75DFD0000-0101 + 52FF09EF0000-0001 + C56F99400000-0001 + DAD08D670000-0101—All foods
8FEFF3B80000-0001 + 7D45EDBA0000-0101—All harps
25EF5DFD0000-0101 + 4B7B6171E070-B041 + E050-7061—All attack items (1)
25675DFD0000-0101 + 7C29ADBA0000-0001 + 7C34AD8AE070-D041 + E050-7061—All attack items (2)
9BB8344F0000-0101 + E59B662C0000-0001 + 9448344F0000-0101 + CB7BD9400000-0101—All attack items (3)
1C4068290000-0001 + 2A0F5DFD0000-0101 + 449B6171E070-F041 + E050-7061—All swords
1D8868290000-0001 + F8C8E83EE070-F041 + E050-7061—All rods
1D30682900000001 + 2B7F5DFD0000-0101 + 34911AFF0000-0101 + 69B355F90000-0101 + 8083F3880000-0001—All bows
[illegible]
E050-7061—All knives
1E20682900000001 + 286F5DFD0000-0101 + 46FB6171E070-1041 + E050-7061—All disc weapons
29DB1DFD0000-0001 + F9A8E83EE070-3041 + E050-7061—All axes
7061ADBA0000-0001 + 82BBB3BB0000-0101 + A9A22F29E070-1041 + E050-7061—All armor (1)
907C744F0000-0001 + AE6B6F290000-0101 + BEB74435E076-5041 + E050-7061—All armor (2)
EEE3662C0000-0001 + FE01AB3E0000-0101 + 2E575DFD0000-0101 + 581F49EF0000-0101 + 5B2709EF0000-0001—All robes
409A21710000-0101 + AEFF2F290000-0001 + AEE22F29E070-1041 + E050-7061—All clothes
2E3B1DFD0000-0001 + D149FD67E070-3041 + E050-7061—All helms
D13BBD670000-0101 + 59CB09EF0000-0001 + 59D609EFE070-1041 + E050-7061—All crowns
30911AFF0000-0101 + 8F5A44350000-0001 + 91E9744FE070-1041 + E050-7061—All headbands
196B6B290000-0001 + 19756829E070-1041 + E050-7061—All hats
D22B8D670000-0101 + 6E4715F90000-0001 + 5AC609EFE06C-5041 + E050-7061—All boots
1A646B290000-0001 + BC4A44350000-0001 + BC574435E070-F041 + E050-7061—All shoes
934C744F0000-0001 + AD5B6F290000-0101 + CCEA9940E06F-1041 + E050-7061—All accessories (1)
2D171DFD0000-0001 + 32F05AFFE070-3041 + E050-7061—All accessories (2)
CC0F99400000-0001 + D3B0BD670000-0101 + 7B84ADB5E070-3041 + E050-7061—All accessories (3)
B282443A0000-0001 + C383D94F0000-0101 + E2366623E070-D041 + E050-7061—All accessories (4)
8D8FF3BB0000-0001 + 649A15F9E079-3041 + E050-7061—Every item

San Francisco Rush 2049

28A827B100000001—Unlock cheat menu
719597F600000001—Enable Car Collisions cheat
965C4E0300000001—Enable Cone Mines cheat
A84B156500000001—Enable Carmines cheat
C9E7A30C00000001—Enable Track Orientation cheat
AB73156500000001—Enable Auto-Abort cheat
C9DFA30C00000001—Enable Super Speed cheat
D660C72B00000001—Enable Invincible cheat
F8A5D2720000-0001—Enable Invisible Car cheat
F8B9D2720000-0001—Enable Invisible Track cheat
28F327B10000-0001—Enable Brakes cheat
376960B30000-0001—Enable Super Tires cheat
5E8833A30000-0001—Enable Mass cheat
460A5B3D0000-0001—Enable Suicide Mode cheat
6A3F2FB50000-0001—Enable Battle Paint Shop cheat
71CD97F60000-0001—Enable Demolition Battle cheat
96044E030000-0001—Enable Random Weapons cheat
96184E030000-0001—Enable All Cars cheat
88927E790000-0001—Enable All Tracks cheat
C9A3A30C0000-0001—Enable All Parts cheat
E83B5C600000-0001—Enable Resurrect In Place cheat
C99BA30C0000-0001—Enable Frame Scale cheat
[illegible]
F8E1D2720000-0001—Enable Fog Color cheat
28AB27B10000-0001 + E050706100000000 + 719497F6E070-9041—Enable menu & all cheats

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire 8lvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

TILT
4501 N. Main Street • Roswell, NM 88201 • (505) 624-1498

GAME	HI SCORE	NAME
Tekken Tag Tournament	1:56'00	Rob Van Winkle
Tekken Tag Tournament	1:58'00	Steven Mendoza

AFTERSHOCK RETRO ARCADE
1311 Northport Drive • Madison, WI 53704 • (608) 240-0454

GAME	HI SCORE	NAME
Tron	56,683	ME

STOP N PLAY ARCADE
10933 US 19 North • Port Richey, FL 34668 • (727) 862-6666

GAME	HI SCORE	NAME
Open Ice (Largest margin of winning)	1 goal (4-3)	Chris Brush
Pole Position	58,590	Danny Rodriguez
Skeeball Lightning	1,100,000	Chris Brush
Skeeball Lightning	360,000	Ken Harding
Skeeball Lightning	280,000	Joshua Smith
Ms. Pac-Man (turbo)	437,890	Robert Nelson

TILT
2000 SW Railroad Ave. • Hammond, LA 70401 • (504) 345-5908

GAME	HI SCORE	NAME
Star Wars Trilogy	3,023,100	Paul Myers
Star Wars Trilogy	2,900,200	Chad Brewer
Cruis'n USA (US 101)	1:49'09	CRO
CarnEvil	1,638,976	Joker
Tekken Tag Tournament	3:13'36	CJC
Silent Scope (Story Mode)	283,500	EWP
Invasion	458,234	CDC
Marvel vs. Capcom 2	2,063,134,900	CRO

motogp worldwide time attack contest

Namco is sponsoring a time attack contest for *MotoGP* on PlayStation 2! This includes countries all over the world, including Japan. We'll post the top times for the USA right here each month. Think you've got what it takes? All you need is a fast time in *MotoGP* and Internet access!

Submission Instructions

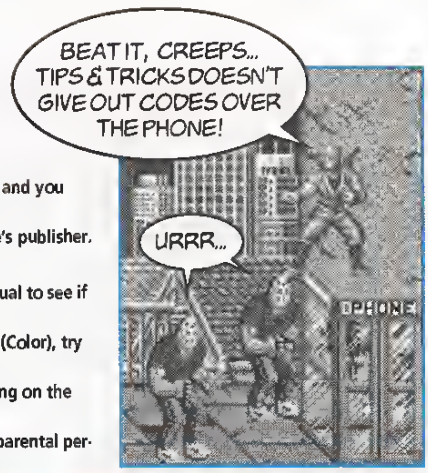
To submit your time, you must obtain a password from the *MotoGP* game: At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. (If you don't have any lap times in Time Trial, no passwords will appear.) Next, you may submit your password, which has your lap time encoded within it, to Namco's web page (http://www.namco.com). You can also proceed to the submission page directly at the following URL: http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/. Here are the top USA rankings as of mid-February 2001. Only the top 200 rankings for each circuit are recorded. The Time Attack contest is going strong, so get your times in and you might see your name in the next issue of *Tips & Tricks*!



RANK	NAME	DATE	LAP TIME
Suzuka Circuit (Simulation Mode OFF)			
154	Darrell Perry 402	2.09.01	2'06"158
198	SpacTrukin	12.01.00	2'06"593
Paul Ricard Circuit (Simulation Mode OFF)			
53	slingshot	12.13.00	1'19"155
70	FlashJordan	11.28.00	1'19"335
93	Darrell Perry 402	1.25.01	1'19"601
146	B. Simpson	1.25.01	1'19"981
Jerez Circuit (Simulation Mode OFF)			
9	slingshot	1.17.01	1'40"505
55	Zero Cool	11.17.00	1'41"865
94	Darrell Perry 402	1.25.01	1'42"830
113	Bretzky	2.11.01	1'43"133
172	Matthew Davis	11.14.00	1'44"435
177	tscarlysle	1.05.01	1'44"593
Donington Circuit (Simulation Mode OFF)			
64	BOND-DEN	2.11.01	1'30"781
74	Darrell Perry 402	1.28.01	1'30"891
114	Jay Winter	12.30.00	1'31"646
130	Matthew Davis	11.14.00	1'31"908
149	MAURIZIO	11.29.00	1'32"213
159	west	11.01.00	1'32"516
178	Bretzky	2.10.01	1'33"035
180	tscarlysle	1.05.01	1'33"075
188	#1 STUNNA	11.22.00	1'33"315

RANK	NAME	DATE	LAP TIME
Twin Ring Motegi (Simulation Mode OFF)			
87	Gusdur	2.11.01	1'48"801
163	Darrell Perry 402	1.25.01	1'50"075
Suzuka Circuit (Simulation Mode ON)			
105	tscarlysle	1.24.01	2'11"866
108	Gary	1.12.00	2'14"266
Paul Ricard Circuit (Simulation Mode ON)			
41	FlashJordan	12.01.00	1'16"761
67	Jesus Medina	12.06.00	1'18"725
87	slowpoke	2.11.00	1'20"740
89	Bill Jones	12.09.00	1'22"330
91	Gary	1.12.01	1'23"203
Jerez Circuit (Simulation Mode ON)			
51	Gary	1.12.01	1'44"821
54	tscarlysle	1.24.01	1'45"451
58	Trap	1.13.01	1'46"295
59	slowpoke	2.11.01	1'46"688
Donington Circuit (Simulation Mode ON)			
44	Gary	1.12.01	1'33"781
45	tscarlysle	1.24.01	1'36"106
Twin Ring Motegi (Simulation Mode ON)			
52	tscarlysle	1.24.01	1'52"018
54	slowpoke	2.12.01	1'53"105
59	Gary	1.12.01	1'55"825

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

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1-900-CALL-3DO (1-900-225-5336)
HOURS Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
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989 STUDIOS
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HOURS (U.S.) Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
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EIDOS
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1-900-288-HINT (1-900-288-4468)
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1-900-CALL4FOX (1-900-225-5436)
HOURS (unknown)
COST 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS (unknown)
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INFOGRAMES
1-900-454-HINT (1-900-454-4468)
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COST (Canada) $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
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HOURS 24 hours a day, 7 days a week
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COST (Canada) $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS Automated help 24 hours a day, 365 days a year, live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST 95¢/minute for automated help, $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
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COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

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HOURS Monday through Friday, 10 AM to 6:30 PM (Central Time), Automated help available 24 hours a day, 365 days a year
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NAMCO
1-900-737-2262
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST 95¢/minute for automated tips, $1.15/minute for live assistance

NINTENDO
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1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance) Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line) 24 hours a day
COST (U.S.) $1.50/minute
COST (Canada) $2.00/minute
COST (Power Line) Standard long-distance rates to Seattle, Washington apply

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SIERRA
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1-900-451-3356 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
COST (U.S.) 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
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SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
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COST (Canada) $1.50/minute for automated tips only

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1-714-850-2700
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST Standard long-distance rates to California apply

TECMO
1-310-944-5005
HOURS Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day
COST 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S.)
1-900-451-5555 (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute
COST (Canada) $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
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COST (Canada) 55¢ for the first minute, $1.25 each additional minute



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Greetings, sports fans, and welcome to the TIPS & TRICKS sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by Mike Daly

FIFA 2001 Major League Soccer

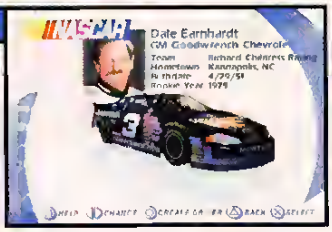


It's about that time of year when Americans begin to think of the other football...and I'm not talking about the XFL. We call the world's most popular sport "soccer," and when I checked out EA Sports' simulations for two different consoles, I realized one reason why: American professional "football" teams suck. Sorry MLS fans, but according to *FIFA 2001 Major League Soccer* for both PlayStation and PlayStation 2 consoles, your teams pale in comparison to most foreign teams. I must represent the USA, though, so with some of our better MLS teams—like the Miami Fusion and DC United—I challenged some of the world's teams and was successful in holding several of them scoreless. (What is this, hockey?) Besides differences in graphic quality, the games are essentially the same. They both feature teams from many foreign leagues including England, Italy and Brazil; in other words, some of the most competitive soccer on the planet. The cool thing about playing FIFA in your own home is that if you talk smack about the other team, you won't get pelted with coins, beat up or stabbed as per international custom. Featuring the standard array of penalty kicks, corner kicks, free kicks and headers, *FIFA 2001* (for PS2 in particular) is an outstanding soccer presentation that can be played in one of five different languages and should be one of EA's top sellers.





NASCAR 2001



On a more somber note, it's time to turn our attention to EA Sports' *NASCAR 2001* for PS2. In my original version of this review, I couldn't help but mention the fact that two of the featured NASCAR drivers in the game had died in the last six months: Kenny Irwin and Adam Petty both lost their lives as a result of the high-impact collisions that can occur in the heat of real-life racing. While it was not my intention to slight EA or its fine game (which is quite good, by the way) I thought it was slightly eerie that a sport's contestants could be killed more quickly than the corresponding video-game simulation could be revised to exclude them. No sooner had I completed my column than I heard of the death of Dale Earnhardt during the final lap of February's Daytona 500. Known as "The Intimidator," Earnhardt was generally recognized as the greatest active racer, and perhaps the greatest stock car driver of all time. Though Earnhardt will be sorely missed by his field, one positive development may result from his death: the proposed full-scale, mandatory implementation of the safety device called HANS, a new head and neck restraint system. HANS immobilizes the driver's head so it will not rocket forward upon impact. Earnhardt, like many of his fallen comrades, died from a basal skull injury that occurred when his car hit a wall—his head lurched forward; his strapped-in body could not. EA's game offers no supports or restraints whatsoever; you don't need them when you're sitting on the couch with a game controller in your hands. In addition to the aforementioned deceased drivers, *NASCAR 2001* features regulars like Bobby Labonte, Sterling Marlin and Jeff Gordon. Most of the tracks from the Winston Cup circuit are included. Hopefully *NASCAR 2001* will get the racing bug out of you, 'cause those of you that take this to the pro level in reality are taking your chances. (Unless you know HANS, of course.)



NBA Live 2001



I had a feeling that the NBA East All-Stars were going to take last month's ballyhooed All-Star Game, but I didn't think it would take them four quarters to establish a lead. Nevertheless, the East proved that while they are smaller and weaker as a conference on the whole, they still have equally skilled marquee players. With Iverson and Marbury runnin' and gunnin', there was little the West could do. Kobe Bryant finally got a taste of his own medicine and proved that he was no question for the Answer. It's not that Kobe isn't talented enough; he got crazy game. But like former teammate Nick Van Exel said, Kobe's the best one-on-one player in the game; unfortunately for him, basketball is a game of five-on-five. This basic deficiency illustrates one of the great upsides of sports video simulations. In video games, the players are just as talented, but their decision-making is as good or poor as your own. When I tried out EA Sports' *NBA Live 2001* for PlayStation 2, I learned that Kobe really can pass the ball without turning it over (a great consolation to Tim Duncan, I'm sure). So instead of watching PS2 Kobe jack up bad shot after bad shot, I watched him distribute solid passes and get his teammates involved. If only the real Kobe could make decisions like me. *NBA Live* is also great for its ability to change everything that's wrong with today's NBA. "Change the rules?" asks David Stern. "No, just enforce the old ones," counters veteran David Robinson. So if you want to see the difference in what the two Daves are talking about, jack up the defensive and offensive foul meters at the "Settings" menu; now everything will be called. Besides these basic points, *NBA Live* for PS2 is all that. The gameplay and graphics have been improved on the PS2 platform and look more realistic than ever. Unfortunately, the players don't move as good as they look. Players have an annoying inability to slide by one another, as if they were made of huge pixilated blocks. Movement features more sophisticated options now, as you can back people down in the post, execute spin moves and stutter steps as well as call for a screen (I can't even get one of those at the local pick-up games). *NBA Live* also features a one-on-one section played on asphalt that can feature any player from today's NBA as well as famous all-stars from the past like Tiny Archibald, Walt Bellamy and Elgin Baylor to name just a few. Though this game is roughly comparable in quality to Sega's *NBA 2K1*, the discontinuation of the Dreamcast platform leaves me wondering, have y'all got that *Live*?







Tiger Woods PGA Tour Golf



As weather improves and winter subsides, the nation will start hitting the links in force, so it may not be too early to start thinking about your strategy on that par 5. Whatever your handicap is, it can be improved through careful use of *Tiger Woods PGA Tour Golf*, by EA Sports (who else?). Tiger's stamped his name on a pretty cool game. Golf is one of the easiest sports to simulate in a video game; as such, we've generally seen the important schematic evolutions already. Stylistically, however, *Tiger's PGA Tour* gains some major points. You can choose golfers like Tiger himself, Justin Leonard or Brad Faxon and compete in Stroke play, Match Play or Skins Game modes. The game's variety of well-known courses and holes includes the infamous island green. There's also a special "Tiger" feature that allows players to correct bad swings. With this feature on, you can control the ball while it is already in the air, making it very difficult to make a bad stroke. EA has devised a new method of controlling your swing that uses the analog sticks; if you have trouble getting used to it, you can choose a more traditional button-tap control method. *PGA Tour* also features swing variances such as topspin, backspin, fade and draw as well as a choice of swing types. Now a player can choose to use a full swing, a pitch or chip in addition to the usual club selection and power settings. Tiger's game also gets props for its atmosphere, with chirping birds and other outdoor ambience. EA has done a nice job of improving a game that doesn't have too many frills; Tiger's latest title should prove to be popular with golfers of all ages.







Hard Core

by Pat Reynolds

Custom *Armored Core* Design

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

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Featured Core Design

Stalker

Designed by PFC Roun DeBillis of Pensacola, Florida



Parts
Head: HD-4004
Core: XXA-5O
Arms: AN-891-5
Legs: LC-MOS4545
Generator: GBG-XL
FCS: FBMB-18X
Boosters: N/A
Back Weapon L: WM-L201 Large Missile
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-XW11 Laser Rifle
Option Parts: 5P-MAW, SP-JAM, SP-ABS, SP-SAP, SP-CND-K, 5P-AXL, SP-S/SCR, 5P-E/5CR, 5P-EH, 5P-E+

Color Scheme (General)
Base: Red: 10, Green: 10, Blue: 10
Optional: Red: 20, Green. 00, Blue 20
Detail: Red: 37, Green: 37, Blue: 37
Joint: Red: 15, Green: 15, Blue: 15

Grade: SUPERFINE

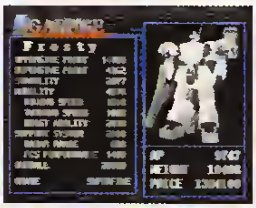
Performance
Armor Points: B7B0
Weight: 91B6
Price: 1,07B,600



As caterpillar leg-type Cores go, Stalker is a force in the arena, mainly because of its excellent energy use. This Core can boost for a very long time, giving it decent flight capability that goes beyond that of the majority of tank Cores I've seen. Energy consumption is an incredibly important factor in designing a playable heavy Core; if it eats energy too quickly and refills slowly, the Core will be an easy target (see this month's *AC Challenge* for an example). Private DeBillis' armament is well chosen, with a weapon for pretty much any situation. Fast, airborne enemies? Hit them with the missiles. Stationary opponent at a distance? Lock-on and mess them up with the Laser Cannon. Moving enemy at mid-range? The Laser Rifle is the weapon of choice. Although it's unlikely, if an opponent gets into melee range, Stalker can dish out punishment with the LS-1000W Laserblade (which seems to be overtaking the ubiquitous LS-99-MOONLIGHT in terms of popularity because of its auto-projectile). Overall, this is a very well thought out and extremely playable heavy Core.

Frosty

Designed by Zack Drisko of Rosedale, Indiana



Parts
Head: HD-4004
Core: XCH-01
Arms: AN-3001
Legs: LN-3001C
Generator: GBG-10000
FCS: QX-9009
Boosters: B-PT000
Back Weapon L: WM-AT Large Missile
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-1-KARA5AWA Laser Rifle
Option Parts: SP-MAW, SP-M/AUTO, 5P-S/SCR, 5P-E/SCR, 5P-EH, SP-E+, 5P-DEtq,

Color Scheme (General)
Base: Red: 64, Green: 64, Blue 64
Optional: Red: 40, Green: 40, Blue: 40
Detail: Red: 12, Green: 12, Blue: 12
Joint: Red: 12, Green: 12, Blue: 12

Grade: SUPERFINE

Performance
Armor Points: 9747
Weight: 1049B
Price: 1,324,100



It's been a few months since we had a Karasawa powerhouse in these pages, and I've decided to let a few slip in now and again if they're exceptionally well done. Frosty is a bigger humanoid leg Core, but it has decent energy consumption (it uses energy quickly, but recharges very fast). Although the flight ability of this Core is pretty low, its armament is perhaps the best in the game; it can be a solid contender at just about any range.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Big Bang

Designed by Shawn P. Cotton of Gloversville, New York

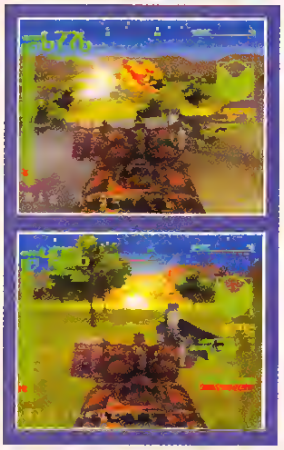


Parts
Head: HD-ONE
Core: XCH-01
Arms: AN-3001
Legs: LFH-X3
Generator: GBX-XL
FCS: RATOR
Boosters: N/A

Back Weapon L: WM-201 Large Missile
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-B21B0 Bazooka
Option Parts: SP-CND-K, SP-S/SCR, SP-E/SCR, SP-DEtq

Color Scheme
Tiger Stripe/Woodland

Grade: SUPERFINE



Performance
Armor Points: 967B
Weight: 1163B
Price: 1,052,400

Another caterpillar-type Core, Big Bang concentrates on high-damage weapons with long-range capabilities. The advantage of the weapons assortment it uses is that none of them are energy-based, meaning that Big Bang doesn't have to split energy consumption between boosting and attacking. This frees up movement ability, allowing for greater maneuverability and flight capability. The disadvantage to this Core is that the chosen weapons reload slowly; fast Cores can take advantage of this to avoid attacks and circle-strafe Big Bang into the ground.

Red Rage

Designed by Andrew Smith of Orangeburg, South Carolina



Parts
Head: HD-ONE
Core: XXA-SO
Arms: AN-K1
Legs: LFH-XSX
Generator: GBG-10000
FCS: QX-9009
Boosters: B-VR-33

Back Weapon L: WM-AT Large Missile
Back Weapon R: WC-LN3S0
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WA-FINGER Machine Gun
Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-ABS/Re

Grade: SUPERFINE

Color Scheme (General)
Base: Red: 37, Green: 00, Blue: 00
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 27, Green: 00, Blue: 00
Joint: Red: 33, Green: 33, Blue: 33



Performance
Armor Points: 796B
Weight: 7B2S
Price: 1,422,B00

The underlying design elements of energy consumption, speed and attack power are well thought out in Andrew's Red Rage. I've said it before, and I'll probably say it many times in the future: Energy use can make or break your chances in Versus Mode. Red Rage can boost and fly for an amazingly long time, considering that it's a heavier Core. It carries a varied arsenal of weaponry that does not rely heavily on energy for ammunition, allowing you to boost and attack for much longer than a Core with energy-draining weapons would. The inherent speed advantage associated with quad legs comes into play with the machine gun—the WA-FINGER has a short attack range, but Red Rage can circle-strafe at close range without trouble. The WM-AT is, as always, an excellent powerhouse weapon in any situation, and the Linear Gun balances out the selection. Red Rage is a tournament-worthy quad-leg Core.

Sun Down

Designed by Tim Johnson of Amityville, New York



Parts
Head: HD-06-RADAR
Core: XCH-01
Arms: AN-25
Legs: LN-S3
Generator: GRD-RXS
FCS: RATOR
Boosters: B-PT000

Back Weapon L: WC-IR24 Laser Cannon
Back Weapon R: WR-MS0 Rocket
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-AR1000 Machine Gun
Option Parts: SP-MAW, SP-JAM, SP-ABS, SP-SAP, SP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)
Base: Red: S1, Green: S1, Blue: S1
Optional: Red: S1, Green: S1, Blue: 51
Detail: Red: 27, Green: 27, Blue: 27
Joint: Red: 1, Green: 21, Blue: 1

Performance
Armor Points: 9008
Weight: 7B22
Price: 927,000

Continuing my recent semi-lenient attitude toward overweight designs, I present this formerly overweight Core for consideration. Sun Down was submitted with the LN-2KZ-SP leg units, some of the smallest and weakest humanoid legs in the game. The bulky Core and back weapon load were simply too much for them to handle, so I gave it the more realistic LN-S3 legs to deal with the weight burden. The reason that I'm printing this design, though, is to illustrate that the words "overweight" do not mean "better." If you think that piling the heaviest, hardest hitting back weapons onto a small frame will guarantee victory, think again. As I mentioned earlier in this very column, energy use is paramount to a good Versus Core, and Sun Down simply does not have what it takes to compete against another human player in the Arena. This Core sucks energy down fast—and takes a long time to recharge, leaving it a sitting duck for fast opponents. As a Scenario Mode Core, Sun Down is good, even very good. But the enemies in Scenario aren't as wily as another human...and they don't take advantage of your shortcomings, either.

Grade: GREAT



American Pride (AM Pride)

Designed by Adam Weisenberger of Quincy, Illinois



Parts
Head: HD-ONE
Core: XXA-SO
Arms: AN-K1
Legs: LN-3001C
Generator: GBG-TL
FCS: FBMB-18X
Boosters: B-P3S1
Back Weapon L: WC-CN3S Chain Gun
Back Weapon R: WC-IR24 Laser Cannon
Arm Weapon L: LS-3303 Laserblade
Arm Weapon R: WG-XFwPPk Laser Rifle
Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+

Color Scheme (Head)
Base: Red: 34, Green: 00, Blue: 00
Optional: Red: 47, Green: 47, Blue: 47
Detail: Red: 00, Green: 00, Blue: 44
Joint: Red: 00, Green: 00, Blue: 24

Color Scheme (Core)
Base: Red: 47, Green: 47, Blue: 47
Optional: Red: 32, Green: 00, Blue: 00
Detail: Red: 00, Green: 00, Blue: 32
Joint: Red: 00, Green: 00, Blue: 32

Color Scheme (Arms)
Base: Red: 00, Green: 00, Blue: 33
Optional: Red: 32, Green: 00, Blue: 00
Detail: Red: 44, Green: 44, Blue: 44
Joint: Red: 32, Green: 00, Blue: 00

Color Scheme (Legs)
Base: Red: 00, Green: 00, Blue: 32
Optional: Red: 32, Green: 00, Blue: 00
Detail: Red: 47, Green: 47, Blue: 47
Joint: Red: 21, Green: 21, Blue: 21

Performance
Armor Points: 8617
Weight: 10090
Price: 1,130,0S0

Grade: GREAT



Here's another patriotic Core, the second in as many months. Take a look at this month's double feature AC Challenge, where we pit American Pride (AM Pride) against last issue's Uncle Sam in an all-out Patriotic Power Battle! Although AM Pride uses two back weapons that require stationary firing positioning, it still managed to pull through our tests with flying colors (red, white and blue, of course!). The greatest assets of this Core are the Laser Rifle (fast firing, with 100 rounds of ammo) and the energy consumption. Although a tad on the slow side, you'll be able to boost around for a good amount of time before running low on energy—and the Chain Gun lets you stay on the offensive while the energy refills.

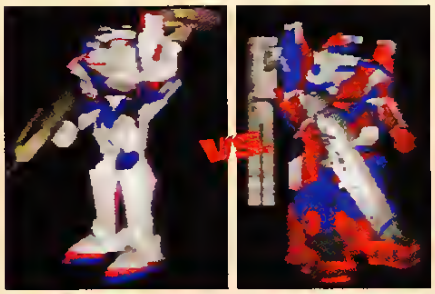
AC Challenge!



Core	Pat	Shawn	Overall
Warlord	0 wins	0 wins	0 wins
Frosty	3 wins	3 wins	6 wins

Core	Pat	Shawn	Overall
Warlord	0 wins	2 wins	2 wins
Big Bang	3 wins	1 win	4 wins

We've got two *AC Challenges* this month, including a double team-up attack on Christopher StillDay's Warlord (featured in the October issue of *Tips & Tricks*)! The first battle was a wash for the unfortunate Warlord, whose poor energy consumption and speed just couldn't keep up with Frosty's aerial Karasawa barrage. Each of the six battles was over in less than a minute, with Frosty rushing Warlord with the Laser Rifle and destroying the slow Core handily. The second match turned out only slightly more favorably for Warlord. Big Bang is more evenly matched, since it is also a caterpillar-type Core. In fact, Warlord has a near-advantage, but its horrible energy consumption takes it away by making attacking a chore. Since Big Bang uses weapons with slow reload times, Warlord could conceivably get in close and fire away with the Laser Rifle, doing loads of damage while Big Bang reloads and aims. This strategy worked for Shawn, who pulled out two wins with Warlord, but I couldn't get any advantage when using Warlord. I tended to run out of energy before getting in close...then I spent the remainder of the battle being pushed around by Big Bang's missile attacks while struggling with my energy reserves to fire back. In the end, both Big Bang and Frosty won their challenges and proved themselves to be superior Cores.



Core	Pat	Shawn	Overall
Uncle Sam	1 win	1 win	2 wins
AM Pride	2 wins	2 wins	4 wins

I should point out that neither David Schafer (Uncle Sam's creator) nor Adam Weisenberger (designer of this month's American Pride) challenged the other. We thought that a battle royale between two all-American Cores would be fun, so we put them in the Arena and duked it out to see which of these two patriots would emerge victorious. Although the battles were close, Adam's AM Pride ended up pulling out a narrow victory (the deciding win was snatched away from Uncle Sam in a very tight battle which ended with a Laserblade attack by AM Pride, which had a mere 435 Armor Points remaining). If Uncle Sam had managed to win that battle (a real possibility), the result would have been a 3-3 split. And though AM Pride did emerge victorious after our six-battle set, I believe that these Cores are actually very evenly matched; one is not unequivocally better than the other. Which, of course, goes to show that American-built Cores are in a class of their own. Here's an idea: Let's get some patriotic Cores from countries outside of the U.S. to challenge these two American brawlers. We'll have an *Armored Core* World Rumble in a future edition of *Hard Core*!

WIN FREE GAMES AND COLLECTIBLES!

TIPS & TRICKS

ONIMUSHA Warlords

SAMURAI SWEEPSTAKES!









Capcom's historically-based *Onimusha: Warlords* is the soul-sucking supernatural action/adventure game that PlayStation 2 owners have been waiting for! If you found yourself drooling over the strategy guide on page 38 but don't own a copy of the game—or even if you do—you'll want to check out the *Onimusha* goodies we're giving away to 26 lucky winners!

Grand Prize! (One Winner)

- (1) *Onimusha: Warlords* game for PlayStation 2
- (1) Framed *Onimusha: Warlords* poster
- (1) Two-sided *Onimusha: Warlords* shirt

First Prize! (10 Winners)

Each will win:

- (1) *Onimusha: Warlords* game for PlayStation 2
- (1) Two-sided *Onimusha: Warlords* shirt

Second Prize! (15 Winners)

Each will win:

- (1) Two-sided *Onimusha: Warlords* shirt

HOW TO ENTER:

Send a postcard (no envelopes please) with your full printed name, address, age and E-mail address (if available) to:

Tips & Tricks
Onimusha Samurai Sweepstakes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Good Luck!

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Tips & Tricks Onimusha Samurai Sweepstakes: Official Rules

NO PURCHASE NECESSARY. Limit one valid entry per person/address. Sweepstakes open to legal residents of the United States and its territories and possessions. Multiple entries are prohibited. All entries become the property of *Tips & Tricks* Magazine and Capcom U.S.A., Inc. All taxes are the responsibility of the winner. No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must received by May 15, 2001. Sponsors are not responsible for lost or misdirected entries. The editors of *Tips & Tricks* Magazine will select winners. Editors' choice is final. Odds are determined by number of entries received by the sweepstakes deadline. Winners will be notified by mail. This sweepstakes is sponsored by Capcom and *Tips & Tricks* Magazine.

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TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by TWIN GALAXIES The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

NYC Player Defeats Virginia Singlehandedly!

Justin Wong drove from New York City to Alexandria, Virginia on November 25, 2000 to blow through the Gametime arcade's *Capcom vs. SNK* tournament AND its *Marvel vs. Capcom 2* tournament! The quote of the day came from Alex Krahmalni of the nearby city of McLean: "I have not seen a beatdown like that since Jason Wilson whooped Jeff Schaefer and his crew at *Mortal Kombat II*!" Justin just could not be contained; his team of Cable, Magneto and Cammy lost only one match in the entire *Marvel vs. Capcom 2* tournament—despite having to fight his way out of the loser's bracket, where he had been seeded for showing up late! Victor Salmon placed second with Storm, Strider and Doom, while Estuardo Enriquez took third with Storm, Tron Bonne and Cable.



Justin Wong takes a break from beating down his opponents!

Marvel vs. Capcom 2 Results
1st Place—Justin Wong (Cable, Magneto, Cammy)
2nd Place—Victor Salmon (Storm, Strider, Doom)
3rd Place—Estuardo Enriquez (Storm, Cable, Tron Bonne)
4th Place—Andrew Ward (Cable, Sentinel, Blackheart)

Capcom vs. SNK Results
1st Place—Justin Wong (EX Kim, Iori)
2nd Place—Estuardo Enriquez (Ken, Ryu)
3rd Place—Joe Van Pelt (EX Yuri, EX Vice, Blanka, Dhalsim)
4th Place—Andrew Ward (Chun-Li, Zangief)

Adam Jennings usually plays *3rd Strike*, but decides to lose gracefully at *Capcom vs. SNK*



Justin also dominated *Capcom vs. SNK*; his team of EX Kim and Iori easily disposed of Estuardo Enriquez's Ken and Ryu team. Joe Van Pelt placed third with EX Yuri, EX Vice, Blanka and Dhalsim. Thanks to everyone who participated!

T O U R N A M E N T

April 21-22, 2001
Capcom vs. SNK/Marvel vs. Capcom 2 South Florida Challenge
Contact: Flipper's Amusement Center
Town and Country Mall
Miami, FL
(305) 273-0381
A two-day *Capcom vs. SNK* and *Marvel vs. Capcom 2* tournament with three cabinets apiece. Signups start at 11:00 A.M., tourneys begin at 12:00 PM on both days. *Capcom vs. SNK* is featured on Saturday with Sunday's competition devoted to *Marvel vs. Capcom 2*. These will be double-elimination, two-out-of-three matches, with the semifinals going three-out-of-five and four-out-of-seven for the finals. All matches will be seeded by region, and the organizers will try very hard to make sure that out-of-town participants do not play against the friends they came with for as long as possible. This is going to be a big tournament, one of the first Florida tournaments to invite players from all over the country to attend and see what Miami is all about. There will be plenty of competition and lots of things to do in the surrounding area after hours. Visitors to the area should also check out the World's Largest Video Arcade, Boomer's Arcade (formerly Grand Prix Race-O-Rama) with over 1,000 video games, a roller coaster, Lazer Tag and two miles of go-cart tracks...and the 24-hour nightlife of South Beach and Coconut Grove will be sure to keep players busy. A $10 entrance fee will be charged, with 100% of the cash pot awarded to the winners PLUS $150 and extra bonus prizes (probably Dreamcast or PlayStation 2 games). Results of the competition will be featured in *Tips & Tricks' Tournament Report* with pictures of the top five players on each game!

May 26-27, 2001
East Coast Championships 6 (ECC6)
Contact: Eight on the Break
340-346 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Games featured in this tournament include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. All tournaments will be double-elimination, two-out-of-three matches. For more information, e-mail Zeruel@hotmail.com.

June 22-24, 2001
2001 Midwest *Street Fighter* Championships
Contact: Super Just Games
Northbrook, IL
(847) 559-8727
The 2001 Midwest *Street Fighter* Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marquees and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual *Street Fighter* tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest *Street Fighter* Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament will be *Capcom vs SNK*, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24
More details about this wild *Street Fighter* weekend.
Friday, June 22
11:00 AM—Signups



MAJOR CAPCOM VS. SNK TOURNAMENT

Though the arcade is barely a year old, All Amusement Center in Van Nuys, California may have held its last tournament on January 4. On that day, nearly 30 of the top *Capcom vs. SNK* players in the United States traveled from as far north as Sunnyvale and as far south as San Diego to test their mettle in a fierce showdown! Northern and Southern California players have always enjoyed competing against one another, and this event really showcased their differing styles of play. Every person who entered this tournament was at or near the expert level of *Capcom vs. SNK* competition. Top Northern California *Street Fighter* players Tom Cannon and the legendary John Choi made the trip; they were met by the United States' number-one *Street Fighter* player, Alex Valle. Valle swept his way through the winner's bracket, not losing a match until the finals of the winner's side, where he defeated our own Jason Wilson 3-1. Surprise second-place finisher Scott A. from Garden Grove, California showed the world the power of Nakoruru and Morrigan, while Valle owned everyone as usual with his team of EX Terry and Ryu. Wilson placed third with EX Honda, Dhalsim and Blanka. Congratulations to everyone who participated, and thanks to All Amusement Center for hosting this important tournament!



Alex Valle and Scott A. take the top two spots for Orange County!



The tournament took five hours to complete, making most competitors weary near the end.

1st—Alex Valle
(EX Terry, Ryu, EX Vice, King, Ryu)
2nd—Scott A.
(Morrigan, Nakoruru)
3rd—Jason Wilson
(EX E. Honda, Dhalsim, Blanka, EX Benimaru, EX King)
4th—James Chen
(Zangief, Mai, Cammy, EX Vice, Nakoruru, E. Honda, Morrigan)
5th (tie)—John Choi
(Guile, Ryu, Nakoruru)
5th (tie)—Tom Cannon
(EX Terry, Blanka, Dhalsim)
7th (tie)—Kris "KP" Patel
(Nakoruru, Cammy, Ken, Vice, Morrigan)
7th (tie)—Mike Watson
(Guile, Balrog, Ryu, Ken)

UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

Capcom vs. SNK Top 10 Players
1. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
2. **Arturo Sanchez** (Chinatown Fair, New York, NY)
3. **Jason Nelson** (Golfland USA, Sunnyvale, CA)
4. **James Chen** (Southern Hills Golfland, Stanton, CA)
5. **John Choi** (Golfland USA, Sunnyvale, CA)
6. **Jason Wilson** (All Amusement Center, Van Nuys, CA)
7. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
8. **Jason Cole** (Golfland USA, Sunnyvale, CA)
9. **Scott A.** (Southern Hills Golfland, Stanton, CA))
10. **Julien Robinson** (University Pinball Philadelphia, PA)

Marvel vs. Capcom 2 Top 10 Players
1. **Duc Do** (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
2. **Ricky Ortiz** (Golfland USA, Sunnyvale, CA)
3. **Alex Valle** (Southern Hills Golfland, Stanton, CA)
4. **Justin Wong** (Chinatown Fair, New York , NY)
5. **J.R "Image" Guitierrez** (Southern Hills Golfland, Stanton, CA)
6. **(tie) Eddie Lee** (Chinatown Fair, New York, NY)
6. **(tie) Julien Robinson** (University Pinball, Philadelphia, PA)
8. **John Choi** (Golfland USA, Sunnyvale, CA)
9. **Mike Watson** (Southern Hills Golfland, Stanton, CA)
10. **Jay "Viscant" Snyder** (Nickel City, La Jolla, CA)

C A L E N D A R

12:00 PM—*Street Fighter Alpha 2* tournament
7:00 PM—*Street Fighter III: 3rd Strike*

Saturday, June 23
11:00 AM—Signups
12:00 PM—*Capcom vs. SNK* qualifying rounds (16 players will qualify for Sunday's finals)
6:00 PM—*Marvel vs. Capcom 2*

Sunday June 24
12:00 PM—*Capcom vs. SNK* finals
2:00 PM—*Street Fighter Alpha 3*
6:00 PM—*Super Street Fighter II Turbo*

Winners of the *Capcom vs. SNK* tournament will receive the following prize packages:
1st Place—60% of all entry fees, 2 deluxe Capcom game marquees, a one-year subscription to *Tips & Tricks* Magazine, a Sega Dreamcast system and 2 Sega Dreamcast games
2nd Place—25% of all entry fees, 1 deluxe Capcom game marquee and 2 Sega Dreamcast games
3rd Place—15% of all entry fees and a Sega Dreamcast game
4th place—1 Sega Dreamcast game

All other tourney winners receive:
1st Place—60% of all entry fees, a one year subscription to *Tips & Tricks* Magazine and 1 Sega Dreamcast game.
2nd Place—25% of all entry fees
3rd Place—15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the *Capcom vs. SNK* tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, *Dance Dance Revolution USA* and much, much more! For more information, contact Jayson McClellan at the number shown above.

August 4-5, 2001
85 *Street Fighter* Championships
The Gameroom
281 Iron Point Rd.
Folsom, CA 95630
(916) 608-9669
Last year's highly successful B4 tournament attracted over 100 gamers. .and the BS is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

***Marvel vs. Capcom 2/Capcom vs. SNK* Monthly Tournaments**
Contact: All Amusement Center
Van Nuys, CA
(818) 756-0550
All Amusement Center holds bi-weekly tournaments in either *Capcom vs. SNK* or *Marvel vs. Capcom 2*. For more information, call and ask for George

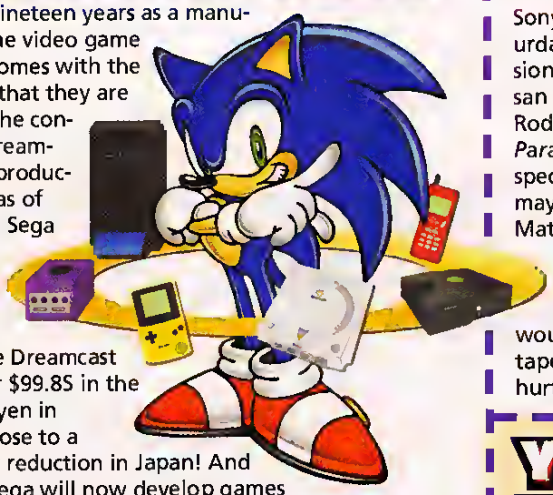
***Marvel vs. Capcom 2/Capcom vs. SNK* Monthly Tournaments**
Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550
Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs SNK* with cash and tokens awarded for the top three spots.



JAPAN REPORT!

by Anatole Brown

Sega Pulls Out of the Console Race



After close to nineteen years as a manufacturer of home video game systems, Sega comes with the shocking news that they are pulling out of the console race. All Dreamcast hardware production will cease as of March 31st and Sega will sell off the rest of its inventory at a reduced cost worldwide. The Dreamcast will now go for $99.8S in the U.S. and 9,900 yen in Japan. That's close to a hundred-dollar reduction in Japan! And that's not all; Sega will now develop games for competing systems! The company currently has several titles in development for PlayStation 2 and Nintendo's upcoming Game Boy Advance. Sega has confirmed *Virtua Fighter 4*, *Space Channel S*, a *Sakura Taisen* game and a game from the *Tsukuro* series for the PlayStation 2, although the latter two will probably never make it to the U.S. *Chu Chu Rocket*, *Puyo Puyo* and *Sonic the Hedgehog* will appear on Game Boy Advance, with *Chu Chu Rocket* being a launch title when the handheld debuts in Japan in March. Several classic Saturn titles are planned to be converted for the original PlayStation, and Sega also plans to create games for the Nintendo GameCube and Microsoft's Xbox in the future. So what about the Dreamcast? Sega assures Dreamcast owners that they will not be left out in the cold. There are about 100 Dreamcast titles currently in various stages of production; they are expected to keep the console going until March 2002. Dreamcast owners can still look forward to exclusive titles like *Shenmue II*, *Sonic Adventure 2*, *Crazy Taxi 2*, *Virtua Tennis 2*, etc. The Dreamcast architecture will now be licensed to various companies like Pace Micro Technology of the U.K., which has created a Tivo-like set-top box which will play Dreamcast games. This new restructuring of Sega is aimed to put the company in a position where it can become the biggest third-party developer in the world. By eliminating its biggest money loser—the Dreamcast—Sega can now focus on creating top-of-the-line games for all systems. Maybe one day we can see a game that features both Sonic and Mario; it's not as far-fetched as it used to be!



Parappa On TV!



On January 29th at the Sony building in Tokyo, Masaya Matsuura, the producer of *Parappa the Rapper* and *Um Jammer Lammy*, announced a new deal between Sony and FujiTV to air *Parappa* cartoons every Saturday evening starting in April on Japanese television. Joined by Parappa and PJ Berri, Matsuura-san said that the cartoon will feature all of artist Rodney Greenblat's beloved characters from *Parappa the Rapper*, including new ones made specially for the show. He did hint that Lammy may also make an appearance in several episodes. Matsuura also took the opportunity to announce that he is currently working on a *Parappa* sequel for the PlayStation 2 which should be released in the summer in Japan. Nothing would make us happier than if someone could tape a *Parappa* episode for us! Oh well, it doesn't hurt to ask.

Yu Suzuki Talks Virtua Fighter 4



Yu Suzuki, Sega's most respected game developer, recently spoke to the Japanese press about *Virtua Fighter 4* and gave a sneak preview of what its characters will look like. *Virtua Fighter 4* is currently being developed for Sega's new arcade machine, the Naomi 2, and will later appear on the PlayStation 2. As you can see from the pictures, we can expect to see Akira, Pai and her father, Lau. Suzuki said he is still not sure which characters will be included when the game is done. He did mention that many of the combatants will be sporting brand new outfits. *Virtua Fighter 4* will allow the characters to freely run around in a 360° environment. For this reason, Suzuki says he may eliminate the "escape" button altogether, making it a three-button game. While creating *Shenmue*, Suzuki learned a lot about various camera angles and hopes to utilize this new knowledge in *Virtua Fighter 4*. We'll keep you posted on this highly anticipated title!



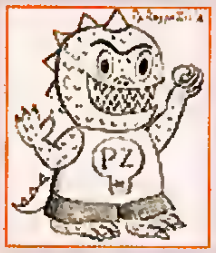


The Evolution of Parappa

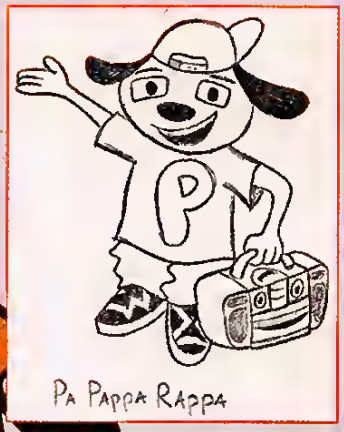








As a little bonus for Parappa fans, check out these development sketches that show how our favorite rapping dog came to be. As you can see, artist Rodney Greenblat didn't even know at first whether Parappa was going to be a dog. The Parappa Onion was obviously the inspiration for Chop Chop Master Onion. Other rejected ideas included Foxy Parappa, Parappa Zero, Parappa Bee, Parappa Clam and even ParappaZilla! The dog was the winner and he was continuously refined to the look of Parappa as we know him today.







Claire Goes to the Arcades

Capcom and Namco have teamed up to create *Biohazard: Firezone*, an arcade gun shooting game based on the *Resident Evil* series. Shown here is Capcom's mock-up sketch of the actual cabinet.

In the game you play as Claire and your Modus Operandi is the same as usual: Kill all zombies! Like *Resident Evil Survivor* for the PlayStation, you are able to roam freely around the levels using the light gun as a controller. The game is just about finished with location testing in Japan and should hit the arcades soon.

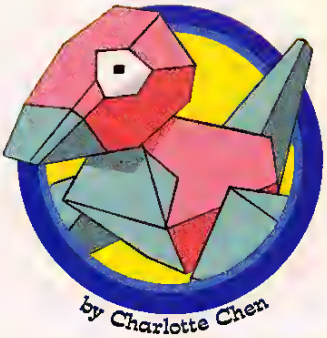


Build Your Own Game



One of our favorite developers, Artdink (known for highly unconventional games like *Tail of the Sun*, *Carnage Heart* and *No One Can Stop Mr. Domino*), has created utility software called *Basic Studio* for the PlayStation 2 that allows amateur programmers to create their own games. *Basic Studio* requires the new PlayStation 2 hard drive (the PS2 HDD unit) plus a keyboard and mouse. *Basic Studio* comes with a Polygon crafting tool, a texture mapping utility, a song composer and the EZ Basic programming tool. Included in the software are several sample textures and models from various Artdink games like *Carnage Heart* to give you a head start. The program comes packaged with two PS2 discs: the *Basic Studio* disc and the Play Disc. By storing your game on the 8MB Memory Card, you can show off your new creation to your friends by loading it with the Play Disc. This is an incredible piece of software and it is not limited to exclusive users like the original PlayStation's Yaroze program. We hope they can spread the love to aspiring game creators out here in the U.S.!

Pokémon Report





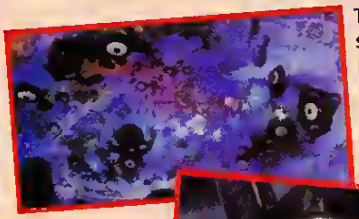
Pokémon Gold and Silver Special Edition Game Boy Color

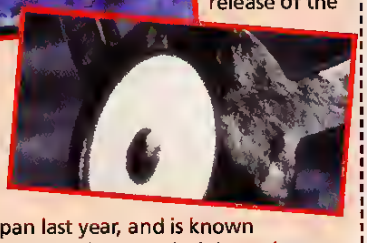
(U.S. Version)



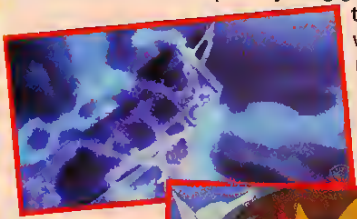
If the release dates are true (and when dealing with Nintendo, truth can be a yoga-practicing, contortionist monster, especially with regard to release dates), then a new, limited edition *Pokémon Gold* and *Silver* Game Boy Color should be on store shelves by the time you read this. The special U.S. version will be modeled after the limited edition Game Boy Color that was released by the Pokémon Center in Japan. The external casing appears gold or silver according to the angle it's held at under white light, and decals of characters from *Pokémon Gold* and *Silver* adorn the edges. In the Pokémon Center version, the decals are Pikachu, Chikorita, Totodile and Cyndaquil, while the U.S. decals have Pikachu and Pichu cavorting on the frame instead.

Pokémon 3: The Movie





The ongoing saga of Ash Ketchum and friends rolls inexorably forward with the release of the third *Pokémon* movie in the U.S. on April 7, 2001. This movie was already released in Japan last year, and is known under two different titles: "Lord of the Unknown Tower" and "Emperor of the Crystal Tower." The plot centers around the strange Pokémon Unown and their relationship to a young girl isolated in a tower who wishes for a mother. Unfortunately for Ash, her wish is answered when his own mother is abducted by the legendary Pokémon Entei and delivered to the girl. The main feature will be preceded by an animated short starring Pikachu and friends in a new Poké-speak adventure.





Pokémon: Celebi's Time Adventure



Right after U.S. *Pokémon* fans get a chance to see the third *Pokémon* movie, Japanese *Pokémon* enthusiasts will be treated to a fourth. Ash, Pikachu and the usual suspects get embroiled in another elaborate plot, this time centered around Celebi, a time-traveling psychic Pokémon, a boy from 40 years in the future and the legendary Pokémon Suicune. There will be an animated short preceding the main feature, loosely translated as *Pikachu's Doki Doki Hide-and-Seek Game*, full of the same Poké-babble that suffused the earlier shorts. *Pokémon: Celebi's Time Adventure*, will be released in Japan on July 7, 2001.

American International Toy Fair 2001



To celebrate the beginning of the American International Toy Fair on February 15, Pikachu, Ash, Misty and Brock—cast members from the musical *Pikachu Live!*—marched through the streets of New York City at the head of a parade, weaving their way towards Fifth avenue, where they performed the song, "My Best Friend" in front of the Jacob K. Javits Convention Center. Pikachu VW Bugs and Lugia Chrysler PT Cruisers rolled alongside the parade. Nintendo's most surprising announcement at the show was about their intention to release *Pokémon Crystal* in the U.S. by the fall of 2001.



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CONTEST 1 - VIDEO GAMES
Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, Xbox, Gameboy Advance, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER
700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600

CONTEST 3 - HOME THEATER
60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. **All entries must be post merked by July 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.**

PRIZE PUZZLE

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
~~HAPPY~~	~~- O~~	FIELD	- B
SHARE	- Z	BLADE	- D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue

ENTER ME IN THE FOLLOWING CONTESTS:

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☐ ($5) Computer ☐ ($10) Enter All Three

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.



Wizards of the Coast Promotional Pokémon Cards



Ash's omnipresent companion Pikachu pops up on the promotional card included inside VHS and DVD cases for *Pokémon the Movie 2000.*

Togepi #30: Togepi, the egg-shaped Spike Ball Pokémon, was the first promotional card given away to participants in the Pokémon League's second season during January and February 2001. Players in the league receive a promotional card when they earn 250 and 500 points, meaning it's possible to get two copies of the same card. Togepi is played as a Basic Pokémon, and uses the attacks "Snivel" and "Mini-Metronome."





Cleffa #31: This promotional card was given away during February and March to participants in the Pokémon League's second season who earned 250 and 500 points. The Baby Pokémon Cleffa possesses only one move, "Eek," which allows the player to draw two cards.

Dark Arbok: This incredibly rare card was given out ONLY at Pokémon League headquarters in Hong Kong, the Philippines, Singapore, and Malaysia between January 21 and February 3, 2001. As gifts for Chinese New Year, a W-foil stamped Dark Arbok and an invitation to join the Pokémon League were distributed inside red envelopes designed to resemble the money-filled packets traditionally given out during the holiday. Why Dark Arbok? According to Chinese astrology, 2001 is the Year of the Snake.



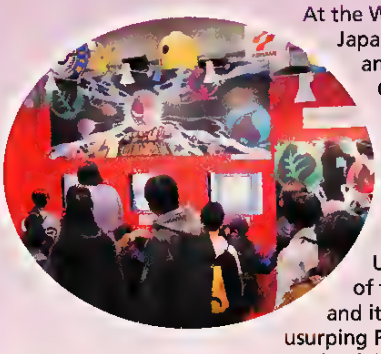


R/C Pokémon Pikachu Car

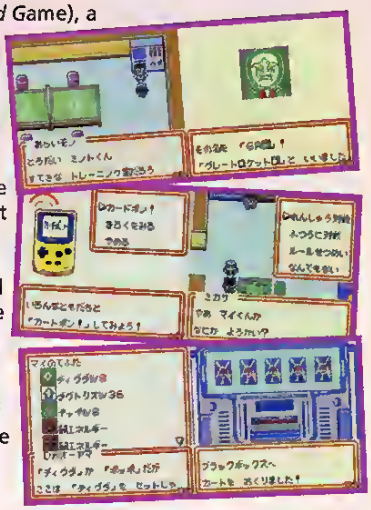
During a recent trip to mega-toy store FAO Schwarz in San Francisco, I came across the cutest 7-inch yellow bug I'd ever seen. It's a fully-operational radio-controlled replica of the custom Pikachu Volkswagen Bugs that Team Nintendo used to wheel around the country during the *Pokémon* mall tours. Its wheels are painted to look like Pokéballs, Pikachu's lightning bolt-shaped tail sticks out of the back and the controller itself looks like a giant Pokéball. If you've got $39.00, four AA batteries and a 9V battery to spare, you can cruise around in style, even if you're not yet of legal driving age.



Pokémon Card GB2: Return of the GR Group



At the World Hobby Fair in Japan, Nintendo of Japan announced *Pokémon Card GB2: Return of the GR Group*, a new Game Pak for the Game Boy Color. The GR Group, or Great Rocket Group (otherwise known as Team Rocket in the U.S.), has taken control of the trading card clubs, and it's up to you to oust the usurping Pokévillains and put an end to their havoc-wreaking. In this follow-up to the popular *Pokémon Card GB* (which appeared in the states under the name *Pokémon Trading Card Game*), a wealth of new features has been added — you can opt to play as a male or female lead character (with resulting menu and background music alterations), card battles can be conducted via the infrared communication port at the top of the Game Boy Color, and mini-games are available for when you need a reprieve. There's also twice as many cards to collect (13 of which cannot be found anywhere else), and 40 new challengers added on top of the original 50. The Japanese Pokémon card shark frenzy begins on March 28, 2001.



POKÉMON PLAY-DOH CHARACTER MAKER



Inside the ghost town known as the Beverly Center mall—just a few blocks from the *Tips & Tricks* offices— almost all of the retailers selling toys or video games have closed up shop in the face of utter snootery, as more expensive, hoity-toity stores took their places. On my last trip there, one outlet, K.B. Toys, was still open...and selling one last box of the *Pokémon* Play-Doh Character Maker. It comes with five molds in the shapes of Pikachu, Squirtle, Jigglypuff, Psyduck and Clefairy, as well as three jars of Play-Doh in pink, green and yellow. You fill the Character Maker with the desired color of Play-Doh, stick a Pokémon mold on top and press the lever—*Voila!* You've created a Pokémon figure with a hollow bottom, which can be stuck on fingers or pencils or just left out to harden into a tiny statue. Hasbro's Play-Doh Character Maker retails for $16.99.







COOL ZONE

There is a fifth dimension beyond that which is known to man. It is a dimension as vast as space and as timeless as infinity. It is the middle ground between light and shadow, between science and superstition, and it lies batween the pit of man's fears and the summit of his knowledge. This is the dimension of Imagination. It is an area we call the...





Here are the Exploder DC and MP3 DC from our good friends at Blaze. The Exploder DC is a cheat system for your Dreamcast console. It comes with over 1,500 preloaded codes for almost 150 games. Action Replay, Xploder, and GameShark codes all work with it. The MP3 DC is a simple product that actually uses your Dreamcast to play MP3 audio files. It also comes with an extra CD full of 100 MP3s! The suggested retail price for each product is $19.99.



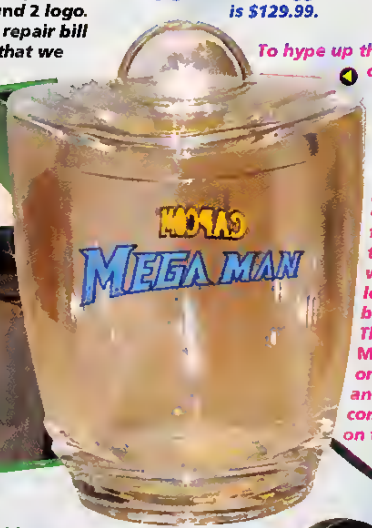
Those friendly Midway professionals were kind enough to send us this custom Everlast speed bag set with the Ready 2 Rumble: Round 2 logo. It's a great stress reliever. In fact, our repair bill has been a lot lower this month now that we have this thing to pummel instead of the walls.



Finally, the one piece that can make the PS one truly portable! Featuring a backlit LCD screen measuring four inches diagonally, InterAct's Mobile Monitor attaches to the rear of the console. It even comes with a car adapter! On the back, it has a DC 7.5V input, plus composite video and stereo RCA inputs. What's more, you can connect any video source to it, not just a PS one! The quality of the screen is decent and the contrast is good, although the limited resolution might give you some trouble with text-heavy games. The suggested retail price is $129.99.

During the little-known Los Angeles monsoon season, no T&T editor braves the streets alone without his or her trusty Frogger 2 *umbrella. It features push-button action and an alternating green and white design. The* Frogger 2 *logo is prominently displayed so everyone can know what kind of video game freaks we are.*





To hype up the release of Mega Man X5, *Capcom sent us this transparent plastic candy jar filled to the brim with yellow and blue M&Ms. The Mega Man logo is on one side and the Capcom logo is on the other.*



This is the Olympus Eye-Trek FMD-200! Weighing in at a hefty suggested retail price of $549, this bad boy is advertised as producing an image that's equivalent to a 52-inch screen viewed from a distance of six to seven feet. Inside each eyepiece is a tiny 400x225 pixel LCD screen. It will accept any composite video input and stereo RCA source, so you can use it with all your game systems.





This is InterAct's Pro Shock Mini Arcade Stick. Look familiar? Well, it should. This is the exact same device as the Pro Shock Lite from Blaze that we featured a few months ago. The only difference is a minor cosmetic change; now the InterAct logo is on the product and the "Pro Shock" text is in a different typeface. Still a decent, high-impact controller.

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CONTENT RATED BY ESRB

Animated Violence

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